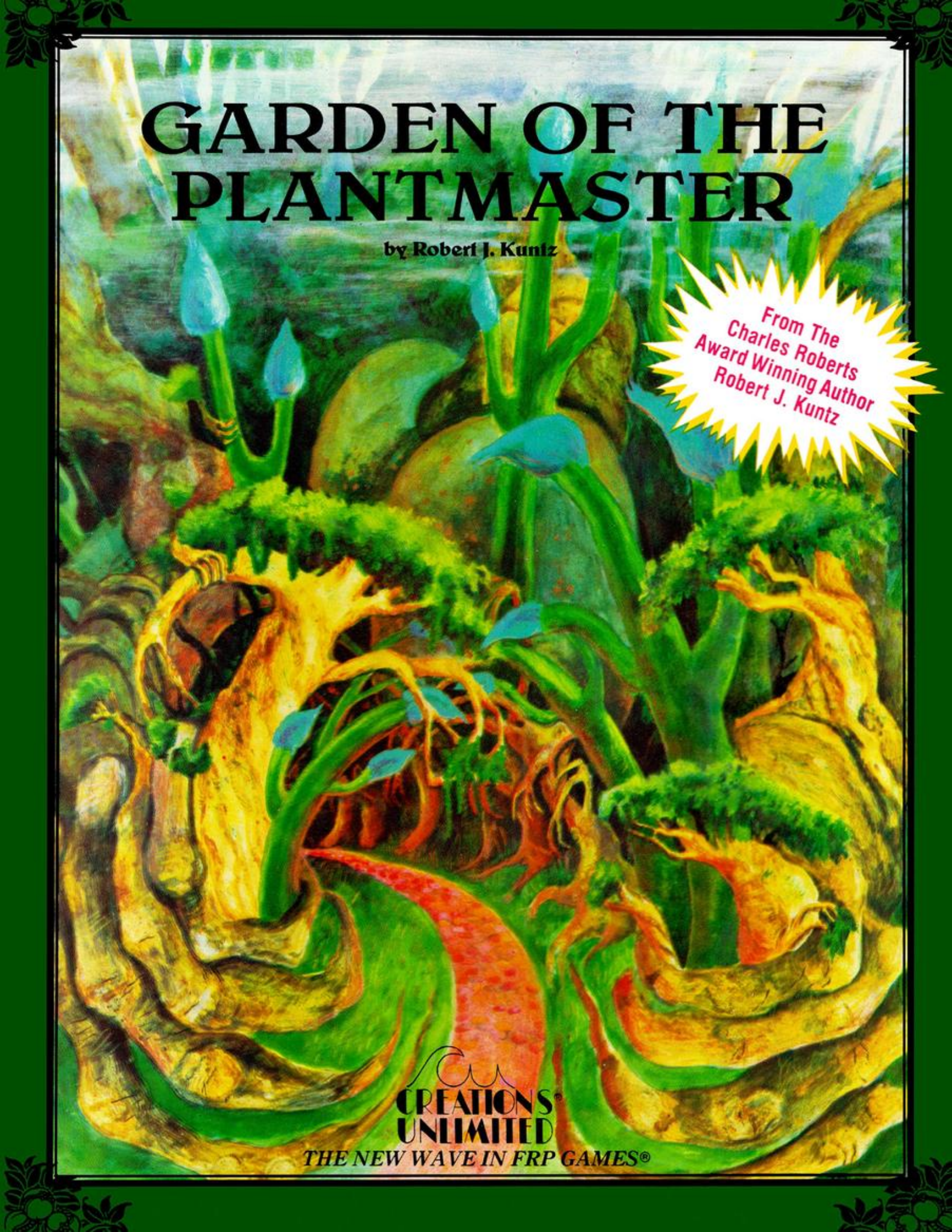
GARDEN OF THE PLANTMASTER

by Robert J. Kuntz



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KEY

RIVER

ROTTEN TREES

FOLIAGE

BRIDGE

BLACK TREES

MOLDY AREA

FLOWERS

RUINS

BLACK WATER

FLOWER PATH

CHANTERELLE TREES

OVERGROWN WALL

STRANGE GRASS

POOL

ORCHARD

MOUND

BENCH

TALL GRASS

DOUBLE IRON DOORS

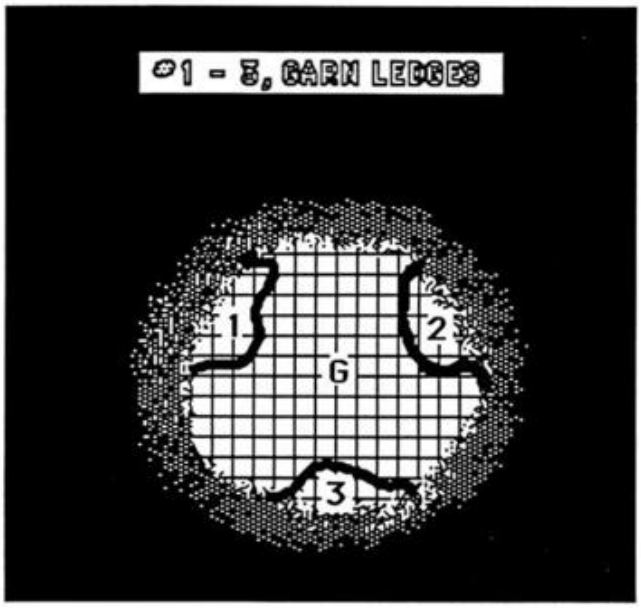
DESTROYED PATH

SECRET ENTRANCE

R1 RIVER ENCOUNTER

2 GARN LEDGES

CLEAR/FIELDS



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Abbreviations/Terms Used In This Module

St Strength

In Intelligence

Ap Appeal (sometimes known as charisma, leadership ability)

Ws Wisdom (also insight)

V Vitality (also constitution)

Ag Agility (also dexterity, et al.)

Bt Beauty (also known as comliness)

MI Magic Immunity (also magic resistance; also used to indicate SRs which are above normal, or different in some way)

MP Melee Prowess (level of monster/being; MP: F7 stands for melee prowess, level 7 fighter)

SR Saving Rolls (or ' throws, saves, et al.)

CL Character-Level: A variant of MP usually used to indicate Player-, Non-Player character's MP only

Al Alignment

AT Armor Type

Dm Damage

EX Value, or EX: Experience point value

GM Game Master (also known as DM, CM, etc.)

SP Special (attacks, powers, defenses, weapons, etc.)

ft feet

M Moves (or movement) usually in game inches

D (D%, D6, etc.): Type of die (or dice) used.

NA Number Appearing

Character Types: *F* Fighter, *Mg* Mage, *Pr* Priest, *Fr* Fighter (ranger)

HtK Hits to kill

Atk Number of attacks possible

Lair: Chance of being in lair/home, etc.

/flying speed - game inches

//swimming speed - game inches

gp, sp, ep, pp (gold, silver, electrum, platinum)

1st Order, (spell): Rank or level of spell use

Time: Segment = 6 seconds; Melee round = 10 seconds, or 1 minute; Turn = 10 rounds, or 10 minutes.

Gamemasters Background

The history of the Garden of the Plantmaster extends back to the forgotten days of ancient alien design. To fully impart the history of the garden and its originator, the Plantmaster, would entail relating a story so long, so diverse, that a companion volume to this work would be required to relate the tale's complete and weird essence. In brief, the garden was an adjunct of the Lost City of the Elders. Though not "lost" in the extreme sense, memory and record of it has ceased. Now only scattered rhymes and withered histories, scrawled in equally forgotten and worm eaten tomes of lore, will ever distantly attest to this city's previous existence. During the years of its prime the City of the Elders flourished upon an alien world far removed from but similar to the World of Kalibruhn. One day there came to the city a man of magic and oracles. It is recorded that this person served up to the ruling elders several prolonged and interesting visions about their immediate futures. In return for these services the oracle was ceded a section of the city for his use - a use the elders cared not to investigate since they had no interest in the man beyond what they had already gained or granted.

Thus the Plantmaster - a title he would often refer to himself by, though this appellation is not recorded elsewhere - set before himself a strange task - that of creating the most wondrous garden even conceived. The mage envisioned no ordinary garden, but one that was filled with unending life which would remain unstunted as the decaying city around it heaved and sagged to the death notes of passing time.

Years passed; and those things accomplished by the unseen man known to the ever suspicious populace as the "oracle," or "the strange one," went unnoticed or unheeded. However, there came a day when the new lords of the City of Kyrruhn questioned the ancient agreement with the "man who abided in their midst like a ghost hovering aloof in a graveyard." These rash lords sent word to the man's abode in the form of a demand that he come forth and swear allegiance to them. However, their messengers never returned from the oracle's dome, and thus the matter was permanently laid to rest.

Inside the Plantmaster's abode - that fantastic greenhouse - the garden had gone through several metamorphosis' while feeding off the powerful spells which had been placed by their "progenitor" to sustain it. The Plantmaster was at a loss to explain the growth patterns, which were completely opposite of his own plans. The garden had grown immense in the fantastic sense and now thoroughly encompassed its containment, threatening to breach the walls and continue its expansion into the city. But this was not one of the Plantmaster's designs; and he held the mutated entities back with powerful spells of warding. It was then that he fell prey to the very power he had invoked to assist him in the creation of the garden - Lamash the wood demon. Lamash had feigned service, for he was not under the Plantmaster's control; and he used his time to undo and change that mage's creations. Now that the Plantmaster had taken steps to block his own 'childrens' " passage, he acted. Lamash captured the Plantmaster and set him in a vale surrounded by flesh-eating trees; there he tormented him, trying to decipher the key to dispelling the runes of containment which held his children back. But the Plantmaster was unyielding. Lamash would have destroyed him then if it had not been for the importance of Plantmaster's information. There were other days - and other ways; so the black-hearted Lamash waited with his fast-growing children, like a victorious king who waits for news from all parts of his newly conquered lands.

Introduction (Read To The Players)

While traveling towards a nearby town, whereat you expect to split your treasure from a recent adventure, you experience a vision. In it you see a deserted sand-swept city with a huge domed building. As you sit there on your steeds you note that this picture seems quite real, as if you could reach out and touch the scene. But before any one of you think of doing this the picture changes--the focus becomes less distinct as it moves towards one of the largest structures in the city--a rectangular building with a dome centered upon its roof. The scene disappears as the building gets closer; and you now seem to hear a voice, as if muffled in a psychic, howling wind. *"Know that there is a way to me, and hurry! With my surrender comes disclosure and more deaths; the weight of centuries... The ages of sanity cannot know the power I contain. Hurry, before the weight crushes the only chance left for your world, which I have long ago abandoned! The cave to your south, the* **Cave of Falls***--it is our only hope!"*

GM NOTE: Players questioning the truthfulness of this vision get a bad feeling about not going to help. Any priest types, or those with good alignments, will want to check the vision's veracity at any rate (by divination spells, etc.). Divining reveals that the vision was real, and that the story is possibly true; communes/contact higher realms/planes reveal that the story was purposely couched in vagueness, as if the relater feared discovery of some type. Good characters will want to investigate the vision further upon learning these true circumstances. Other facts that could be revealed through study or spell application are: That this city is located upon another world similar yet different from that of Kalibruhn's; that the **Cave of Falls** is rumored to have once been a sacrificial site for the Tuu-Nep religion (representing the major water god now here); that the city's inhabitants used to be rich, but the city is now deserted for unknown reasons; that its former rulers consorted with mages and demons.

The **Cave of Falls** is located on a cliff overlooking a river two miles to the south of the vision sight. When the party discovers this place, read them the following: *You see a large cave, approximately 30' high and 100' round. Near the far wall is a pool of water wih a stream leading out of it.*

GM: If the stream is followed SE, a grotto in the wall appears after thirty feet; the hole reveals a cavernous area beyond where noise--like falling water--can be heard. If the characters proceed into the fall room, read the following: *You enter a cavern with a large pool which is fed by a waterfall springing out of the topmost part of a wall section, nearly 100' above.*

If the characters note their surroundings they might (75% chance/character) discover that the water is flowing up, not down. Anyone entering the waterfall and proceeding with its odd current is drawn to the Garden of the Plantmaster at key **#2.** Characters feel as if they are falling up--**fast.** The water around them alternates between extremely hot and intensely cold.

The characters surface and note surroundings as described below (see that). There is nothing else of interest in the cave/pool areas. Characters **cannot** return to their earth via the pool at key **#2,** since this was opened for a short time only by the god Tuu-Nep in answer to the Plantmaster's prayer (q.v.). **Read the players the following area description as they climb out of the pool.**

(GARDEN'S) IMMEDIATE DESCRIPTION: As you climb forth from the pool you notice that your surroundings have changed drastically: The area before you--up and around--looks to be an extremely overgrown jungle--or garden! No sun can be seen, but there is an artificial light, so you might be in a containment, though you are not sure of this since you cannot see walls or ceiling due to the thick foliage. One 10' wide, cobblestoned path leads off to the left, and one leads straight ahead. Framing these is foliage that seems freakishly out of proportion to its surroundings; and, curiously, these plants do not touch the paths in any way, but buttress them so as to make unearthly looking tunnels proceeding into dim-lighted areas beyond.

The flora here must be from 2-10 times the size of your world's own, and most of it looks distinctly alien. Represented in a nearby area is a conglomeration of mushrooms, trees, shrubs, flowers, vines, bushes, and maybe even a few plants of the herbal variety. Most appear cyclopean-sized--for plants and trees, that is--and mordantly hued; others--like the trees, bushes and shrubs--appear strangely twisted, almost human-like. Many distinct and redolent smells assail your nostrils: Some are balmy and spicy; others are sense swirling aromas, as if bourne from some faraway land where everything seen, tasted, or in this case, smelled is unreal, or unfathomable, no matter how long one experiences its wonders. At a guess you feel confident with an ambrosial-fruit-odor theory, but certainly that is wide of the mark, like substituting an indifferent something for the truth. As you continue to smell these things you are taken aback, aware for the first time that the air is saturated with decayed fetid odors, which against your very will you find as captivating as the feeling derived from watching some sensuous slave girl's erotic dance!

Beyond the intermingling of sights and smells, many sounds--some distant, some close--can be heard. Some resemble cacklings as if generated by many grotesque beings, though surely these noises must be made by one beast! Unrecognizable chirpings by birds can be heard--these sounding like laughter or chiding, possibly intended for the party. The crackling of the ever growing flora is apparent--some so large that when they surge it sounds like a being moving off into the distance, or like one making its way towards the party.

Above the sounds are the garden's "tastes," which seem to hang upon the air like a heated heaviness, making you inwardly crave air and water, though you are currently lacking in neither.

As you step upon a path the nearby flora moans appreciatively, as if echoing your footfalls. Limbs as thick as giant's legs invitingly sway and parti-colored leaves dip in accordance with the party's general movement. All this seems a mimicry, or at least an eerie welcoming. Odd sounds now assail you. Was that a series of giggles? Surely that nearby shrub shook in unison to a whistling sound emanating near it. Or was it the flora at all? Perhaps it was an illusion of great power which created that forlorn whispering in your ears and not the oddly colored vine which bent low to communicate in strange tones as you walked by.

The feeling of withheld dread or veiled terror seems but a step away.

So begins your adventure in *"The Garden of the Plantmaster..."*

Notes For The Gamemaster

Besides transporting to the garden via the fall, the characters can use transportation spells/powers to get here. Teleporting has a 50% chance of working, otherwise there is no effect; and sundry other spells and items would allow the users to travel here, although these ways of traveling always have an initial 50% chance of not succeeding because of the dome's inherent magical resistance. Getting out of the dome is another subject . . . Only through opening the doors at key **#55** will the players have a chance of escaping the garden, no matter the power or artifact brought to bear upon the dome to defeat its magic and thus allow exit from the dome in other than a physical manner. The Plantmaster has the knowledge to open the doors (an opening word, q.v.). The word could be passed on to the characters, if the Plantmaster so desired, so this alternative is always available as long as the Plantmaster is found alive and capable of transmitting this knowledge.

Therefore, the party must exercise utmost skill in saving the Plantmaster, for they will be required to exist in foreign and hostile surroundings until they do this and then attempt to escape without loosing the pent up monstrosities. Lamash will be aware of the intruders the first time they attack any of the foliage here, though he will be unsure as to why they have ventured here and as to where they bear from. He will bide his time, attempting to discover their intentions. However, once he has deduced that they plan to rescue the Plantmaster and escape, he will become obsessed with (50%) destroying the party, or (50%) letting them attempt the plan while observing them to learn true way out of the dome (i.e., *learning the word, etc.).*

GM SPECIAL NOTE: *Hereafter follows separate sections pertaining to the adventure (food and water, spells used here, etc., etc.). After these follows an essay on* **CREATING AND STOCKING A GARDEN**--*which is to be used in conjunction with information contained in the appendices--and then the keyed encounters follow that*--**RJK.**

Food and Water: The water here (except for the pool's (**#2**)), is highly toxic; and although drinkable by the garden's many inhabitants whom have become used to it, if it is consumed by the characters, various results--netural or bad--will be noted. Characters are affected as outlined under the Purple River of Lamash (q.v.), although if they survive the metamorphosis, they must continue drinking these draughts, for other liquids are then poisonous to them! Note The Purple River of Lamash information.

Plant and animal life will be 75% poisonous, and will instill upon any consuming these similar results as produced by the water. Also note the appendices for other varieties of edible/poisonous plant life here and their effects if consumed. In general, most life is poisonous if consumed, resulting in death or severe intestinal damage (GM option) and coma. Some plants/animals yield no results, but neither are these nutritious; and a small amount are edible (breakdown the above as 75%, 20%, 05%).

Starvation: *Each eight hours without water = -1 HtK*
Each day without food = -1 point of St and Ag

A normal meal and 6-8 hours of rest will reverse the effects of one day of starvation. Characters with 12 Vitalities or below require the full 8 hours of rest; 13-15 V's require 7 hour's; and 16+ V's need only 6 hour's rest.

Path Appearance: The path has a variable width (see the map). It is cobbled, or inlaid with stones. It is not overgrown with plants; and obviously this is for some magical reason, which keeps these things off it. Plant height in relation to the path varies between 10'-20', though this is never lower. Occasionally the characters will note a dead piece of plant (or such) fall to the path; there it stays until it is completely disintegrated an hour later, perhaps by some ultra-magical means. It is obvious to the casual observer that the garden-path was constructed to keep the plants off it; and this function (even in its changed state) continues to this very day.

Garden's Ceiling/Walls/Upper Extremeties: There is a faint light (as noted earlier) issuing from some unknown area above. In actuality, this light permeates the entire garden, and is caused by a great dweomer which the plantmaster cast when he created the garden. The light once furnished nutriment for the garden's foliage, and was used as a substitute for daylight. This light source is everywhere in fact; and it is quite undispellable.

The ceiling is 200' above, and, as mentioned, cannot be discerned; and neither can the walls, since the foliage here is dense and covers these extremities so as to make these unnoticeable by characters who are not employing spells to help find them (X-ray, etc.). Thus the closest examination will reveal only a morass of vegetation, usually too thick to chop away. Also read **Destroying the Foliage,** below. There is a dome on this building which can be entered by ascending through a ceiling hole above key **#26.** Note that key and keys **G1-G3** for an explanation of that area.

Exiting the Garden: The only way out of the garden is through opening the doors at key **#55** (note that). Also read the NOTES... above. The garden was constructed to withstand the ages; that is, the greatest spells of longevity were placed upon it and its containment. The walls are enchanted and breathed upon by demons of adamant; no physical or magical means will allow egress from/through these. The doors at **#55** can be opened with a word (q.v.); and see the Notes, above. As an aside, the Plantmaster has made the going tougher for his prospective saviours, for when he learned that his plants were not in his control, but were in fact attempting to breach the walls and make their way into the city, he added other guards and wards to thwart this--and thus the magic which keeps this place inviolate is doubly strong indeed! All this makes for little good news for adventurers here.

Line of Sight: Line of sight is only possible on the path or in clearings. Otherwise, the dense foliage blocks viewing for distances into it beyond 10'; flying doubles the distance (i.e., 20') one can see, but separate cases could change these distances by -10 to +30 feet (D10, roll over on an 10).

Scale/Movement: Each square is 10'. Players moving into congested garden areas have movement cut by 7/8. Spell/Magical item cases which would alter movement are detailed below.

Jump-type, Acrobatics: Characters attempting to jump into the foliage will clear obstructions only 25% of the time (on D%). If the character indicates that he or she is studying the intended landing area, then increase chances to succeed by 1% per Agility point possessed by him or her. Example: A character with an 18 Agility has a 43% chance of landing correctly if an aiming point is indicated.

Climb-type spells: Characters proceed at 50% normal (path) speed. It is highly improbable (hey what!) that a character will reach the ceiling in this manner. Climbing characters are subject to flying encounters (q.v.) upon reaching ground level +20 feet. Note that thieves/assassins and other climbing experts must check vs. falls (Agility score or less on 4D6) for every 20' climbed.

Levitational-type powers: These cannot exceed 10' per turn.

Blinking/Displacement-type powers: Characters become entangled for 2-5 full rounds if they are off of the path at the spells expiration.

Speed/Haste-type powers: These allow ½ normal path movement.

Demensional-Portals/Doors: Characters implementing these types of spells/powers become entangled in the foliage for 2-5 full rounds upon reappearance.

Teleportational powers: Characters utilizing these powers always materialize inside solid objects unless an open space (note map, GM's discretion always) is somehow transported to. Roll D% to determine the extent of damage incurred: 01-30= 1-10 points--minimal damage (outer skin, etc.); 31-60= 3-30 points--extensive damage (partial to full materialization of solid objects in organ areas; though not instantly lethal, unconsciousness results, and there is a 10% chance per hour that the injured party will die unless they are *healed* through powerful means which *regenerate* or bring the subject's HtK back to 80% or more); 61-100= death--in most instances bodies will be atomized, though in cases where they are not, the garden will assimilate left over parts . . .

Other Spells: Spells which move the earth or flora, create mud or rock (physically alter the garden) work here; plant-lorist and druid spells function here, except as noted.

Speaking with the Flora: Speaking with the flora via powers, spells, items, etc. will garner limited results and impart to the users thereof a vague and unaccountable hostility on the part of the flora for the spell-caster(s). The flora will not impart any useful information, but will attempt to extract what information from the characters they deem important (GM option; and unless noted, the plants have a limited intelligence because of their physical and mental tie to Lamash. Although some of his essence has been imparted to these, this will never give them more than 7 *In*, and the mainstay *In* is semi-).

Destroying the Foliage: Destroying the foliage seems an impossible task since the stuff regrows so fast. Characters witnessing the death of any of the garden's flora will note that a shudder--possibly emitted from that particular plant's roots below it--proceeds away from the plant in all directions. It then discontinues almost as fast as it started.

This shuddering is caused by Lamashes' roots, which adhere to every plant here in some shape or form. Roots connected to dying plants register the death, which is common enough. But, mass destruction of the foliage here will send equally massive shudderings (like after a shock wave of an earthquake) proportionate to the amount of flora killed. Though this shock wave cannot harm the adventurers, it is startling. Furthermore, this indiscriminate destruction of foliage (and resultant shudderings) will alert Lamash to the culprit's vicinity.

Setting Fire to the Flora: Firing the flora is dangerous. Any type of fire will extinguish after burning for 1-6 segments, with very little damage dealt to the flora being burnt. However, a billowy smoke will rise from the affected area. This compares to *Stinking Gas/Clouds* at their noxious worst, and will last rounds equal to the number of segments the affected area burned X2. Furthermore, the smell emitted by burning the flora is will attract random encounters (roll one encounter/10' square area affected by the cloud).

Deities/Gating: Priests may garner spells as usual; though the very first hour spent praying will acquire nothing, for the god or functionary has initial trouble locating this out-of-the-way-place which is guarded by what seems a battery of spells! Deities will not want to be summoned here, for they are unsure about the area's many gods (actually, their brother Tuu-Nep was the only one from Kalibruhn's pantheon who had any worshipers upon this alien world).

Encounters

There are four types of encounters possible: Land, Flying, River, Nighttime. Except for nighttime encounters, which consist of land and/or river encounters only, all encounters are pregenerated and detailed hereafter. GMs should roll a D8 for every 100-200 feet of land, 50 feet of air/river, the characters travel: An 8 equals an encounter. Note the tables and listings below for further determinations.

Predominant Terrain Types

Path/Land/Garden Areas (no river) (Roll a D6)

1. Land Encounter
2. Land Encounter
3. Land Encounter
4. Land Encounter
5. Flyer (grounded)
6. Flyer (grounded)

Flying (Flyers Only, below)

River (D6)

1. River Encounter
2. River Encounter
3. River Encounter
4. River Encounter
5. River Encounter
6. Flyer (Grounded, near river)

Note: Grounded flyers indicate that the bird/insect/monster is located on the ground upon initial sighting. They could opt to fly and are not restricted to staying on the ground.

PREGENERATED ENCOUNTERS:

Note: The first number(s), or range of numbers, appearing in parenthesis after the named encounter indicate numbers appearing. No number means that only one of that type appears.

PATH/LAND (Roll a D20)

1. **Tromseh:** AT4, M2", MP 4, HtK 10 points/limb, Atk 3-8, Dm 1-6, SP strangles, cold attacks do not affect it.
2. **Cinnabar Red Chanterelle** (1-10): AT9, M0", MP3, HtK 17 ea., SP edigle fungi.
3. **Giant Snake, Constrictor** (1-4): AT6, M12", MP 5+3, HtK 29-32 each, Atk 2, Dm 1-4/2-9, SP Can constrict.
4. **Phaze Spider:** AT6, M6" or 15", MP6, HtK 38, Atk 1, Dm 2-5, SP 15% chance that bite is poisonous for 1-10 additional damage.
5. **Vase Thelephore** (2-8): AT5, M0", MP 2+2, HtK 14 ea., Atk 1-10 spores at 2" range, Dm 1 point/round per spore, SP blunt weapons do 50% damage.
6. **Oowahs:** (All numbers and stats vary; note the appendices)
7. **Flowers** (1-10): (Statistics vary; see **FLOWERS**)
8. **Red Creeper** (1-3): AT6, M1", MP5, HtK 24 ea., Atk 2-12, Dm=SP, Vitality drain, leech affect (note appendices).
9. **Black Trumpets** (1-4): AT9, M0", MP 0, HtK 21, SP edible, but after-odor causes insect attraction.
10. **Trespers:** (All numbers and stats vary; note the appendices)
11. **Vines** (1-2): (All stats vary; see **VINES**)
12. **Red Tree Brain:** AT6, M1", MP6, HtK 42, Atk 1, Dm 3-12, SP paralyzation, shrinks (increases AT by 2 for every round up to four)
13. **Jelly Tooth** (2-7): AT5, M1", MP2, HtK 12 ea.; Atk 1, Dm 2-8, SP gel immersion.
14. **Giant Worm:** AT7, M10", MP14, HtK 89, Atk 1, Dm 1-30, SP swallow on D% roll of 1-20% if hit is four better than defender's AT; 25% chance that variety is poisonous (bite/stinger/or skin excretions).
15. **Black Jelly Oyster** (1-6): AT7, M0", MP3, HtK 17 ea., Atk 1, Dm 2-7, SP lichen acid, camouflage.
16. **Giant Toad** (1-2): AT9, M8", MP5, HtK 18 ea., Atk 1, Dm 1-6, SP bites from 20% of these are poisonous = death if SR missed.
17. **Deaglu** (3-12): AT4, M3", MP1(5), HtK 5 ea., Atk 1-4 quills shoot at L5 monster for attack purposes, Dm 1-3/quill, SP if four quills hit (accumulative hits over a six hour period or simultaneous hits), the recipient is paralyzed, no SR possible; hits below four cause drowsiness (-1 to react and hit).
18. **Bird:** (1-12): (Numbers and statistics vary; see **BIRDS**)
19. **Clapodee** (1-6): AT2/4/7 (bk/hd/abdm), M6"/12", MP7, HtK 40 ea., Atk 1, Dm 2-16, SP 20% chance of crushing grounded opponents of less or equal speed (12" or under) = 1-12 points of damage.
20. **Many Headed Slime:** AT6, M3", MP10, HtK 100, Atk 1, Dm 2-20 rotting, SP Psi/Psych: 80/A,F.

FLYERS (roll a D20; roll over on a 20)

1. **Bombardier Beetle** (1-4): AT5, M10", MP2, HtK 11 ea., Atk 1, Dm 1-10, SP acid gas cloud for 1-4 points, initial cloud-burst has a 25% chance of stunning unprotected opponents.
2. **Water Beetle** (1-3): AT2, M5"/15", MP3+2, HtK 14 ea., Atk 1, Dm 2-16.
3. **Sprite** (1-4): AT5, M9"/18", MP1 or 2, HtK 6 or 12 ea., Atk 1 Dm 1-4 or 1-6, SP 20% = delusion poision (c.f.) or 80% pollen of sleep, 75% camouflage, Invisibility at will = -3 to -5 to hit, depending on situation.
4. **Black Fly** (2-20): AT6, M6"/18", MP1, HtK 5 ea., Atk 1, Dm 1-10, blood drain, SP bite causes blindness.
5. **Pixies** (1-10): AT6, M6"/12", MP1, HtK 4 ea., Atk 1, Dm 1-3, SP magical darts (25%) or arrows (75%), creates phantasms, touch equals (30%) fear, or (70%) confusion, Shadow-like invisibility = -3 to hit, change form (polymorph), dispel good (25%) magic (75%).
6. **Giant Black Eagle:** AT6, M3"/48", MP6, HtK 34, Atk 3, Dm 1-8/1-8/1-12, SP +1 to +6 (D6 roll) to attack when diving (add 50% to claw damage, and a 20% chance that prey is grabbed and taken aloft if liftable), 1 in 20 chance of being surprised outside lair.
7. **Archeopteryx** (1-8): AT6, M6"/18", MP 2+1, HtK 11 ea., Atk 3, Dm 1-3/1-3/1-6.
8. **Evil Sylph:** AT8, M12"/36", MP3+3, HtK 18, SP 8 spells up to the 4th order as a Level 8 mage, conjure an air demon (20%) or air elemental (80%) once per week; the demon will be up to twice the strength of the elemental.
9. **Red Hawk** (1-8): AT7, M3"/21", MP1+2, HtK 8 ea., Atk 3, Dm 1-4/1-4/1-6, SP Screech = mild fear/stun (-1 to react in next round).
10. **Giant Bat** (2-12): AT9, M3"/24", MP2+2, HtK 14 ea., Atk 1, Dm 1-6, SP -3 to hit if attacker below 13 Agility.
11. **Bakkas** (1-6): AT6, M3"/18", MP2, HtK 12 ea., Atk 2, Dm 1-4/1-4, SP bites = delirium.

12. **Garn:** (Numbers and statistics vary; see the appendices)
13. **Giant Hornet** (1 or 2): AT3/5 (head/body), M24", MP5+2, HtK 29 ea., Atk1, Dm 2-5, SP Sting is poisonous = sleep-paralysis for hours = to ones' Vitality subtracted from twenty (1 hour minimum).
14. **Giant Owl** (1-3): AT6, M4"/16", MP4+3, HtK 26, Atk 3, Dm 2-8/2-8/1-6, SP Surprise chances doubled, can grab and lift up to a man-sized opponent.
15. **Ambush Bug** (3-18): AT5, M9"/15", MP1+3, HtK 8 ea., Atk 1, Dm 2-7 (blood drain), SP legs hold prey once hit allowing continued draining, when still, camoflage raises AT to 3.
16. **Giant Wasp** (1-4): AT5, M8"/20", MP5, HtK 22 ea., Atk 2, Dm1-8/1-6, SP (as *Hornet,* above).
17. **Stag Beetle:** AT2, M6", MP6+6, HtK 45, AT3, 4-16/1-12/1-12.
18. **Insect:** (Numbers and stats vary--**INSECTS**)
19. **Birds:** (Numbers and stats vary--see the appendices)
20. **(ROLL OVER)**

RIVER (roll a D12; roll over on 12)

1. **Water Beetle:** (See **FLYERS,** *Water Beetle)*
2. **Water Snake, Poisonous:** AT7, M12", MP5, HtK 23, Atk 1, Dm 1-4, SP poison type = lethal (SR at -4, save = lose 50% HtK) or, mild = 2-20 points of damage (50% if SR made).
3. **Giant Eel:** AT5, M10", MP5+2, HtK 37, Atk 1, Dm 2-16+2.
4. **Giant Toad:** (See **PATH/LAND,** *Giant Toad)*
5. **Larmput:** AT2, M15", MP14, HtK 88, Atk 1, Dm 2-20, SP 10% chance to swallow prey per hit.
6. **U'un:** (Numbers and stats vary; see the appendices)
7. **Purple Nyx** (1-10): AT8, M6"/12", MP1, HtK 4, Atk 1, Dm 2-5, SP charm human, 30% magical resistance, 16-19 Appeals.
8. **Giant Leech** (1-8): AT9, M3", MP5 (super-large), HtK 21 ea., Atk 1, Dm 1-6, SP drain blood.
9. **Snapping Turtle** (1 or 2): AT0/6, M3"/9", MP11, HtK 56 ea., Atk 1, Dm 3-30, SP Surprise chances doubled, neck can stretch 1-10' from body, when still and hidden, AT is upped by two.
10. **Giant Lamprey** (1-4): AT6, M9", MP4, HtK 20 ea., Atk 1, Dm 2-5, SP drains blood once attached, auto. damage.
11. **Giant Frog** (1-10): AT6, M3"/12", MP2, HtK 10 ea., Atk3, Dm 1-4/2-5/1-8, SP surprise chances doubled, variable leap to attack = 17-20" (25% chance of being directly on target for an extra 1-8 points of crushing damage; can be impaled during jump = wpn. dm X2).
12. **(ROLL OVER)**

"Nighttime" In The Garden

The dimming of the garden's light is brought about by a pre-set spell. The enclosure gets grayish-light at best; plant/fungi and insect light, coupled with the dull glow of the dimmed magical light, give the garden a "full-moon effect" which lasts for exactly 6 hours. Many of the garden's inhabitants sleep at this time. All river encounters will be in lair, and are surprised 50% of the time; flyers alight in their lairs also, and there are none but the bats (bakkas, giant bats) in the air during the dimmed period. Land encounters are still plentiful, however, so GMs should still roll these encounters.

There is only one 25% chance that a party at rest will receive a wandering land encounter. Fifty percent of the usual numbers are encountered during these times.

Beyond experiencing the loathsome garden, with its attendant sounds, smells and sights, those sleeping here during the night (or in general) experience dreams of a frightening nature. Everyone (except those with animal intelligence or less) experience psychedelic-like nightmares. It will seem to these dreamers that their minds have projected into a kaleidoscope of colors and insane shapes which form the many patterns inherent to life (limbs, trunks, heads, torsos--but these are all disfigured and/or oddly colored). Just before characters awaken, the dreams become hideous faces (that of Lamashes'); and the character(s) wake up screaming. The dream repeats itself without fail every time someone sleeps here.

The Purple River Of Lamash

The purple river, which cuts the garden in half (give or take a few whatevers), was once a pure waterway until it was defiled by Lamash and made a fountain-spring for the mutated life in the garden. When the garden was first created, the Plantmaster called upon Tuu-Nep's aid (the god of water); in answer, that god created this river; **but** it is not an ordinary river, for it flows from, and goes nowhere, an endless loop, of sorts.

Anyone drinking from the river is mutated somehow (note below); and in order to survive, those characters must continue to quench their never slackening thirsts with draughts from this river. Thus they will never be inclined to leave the garden; and after a while, they will fall prey to Lamash, who will imprison them until they swear fealty to him, at which time he lets them go back to their well-spring of demonic sustenance--the river.

That the river is intricately linked with Lamash is a fact for consideration: The Plantmaster has never had a chance to really think upon the situation--but it is obvious that this is the way that Lamash created, and to some extent afterward, controlled, the garden's inhabitants. The purple Nyx are a prime example, as are the evil sylphs--for these creatures were at one time beneficent; but now they have mutated to the point where recollection is only an hour removed. They are evil, but the demon river of Lamash has driven them to this.

There is no immediate way to reverse the effects of the river; nor can those living things mutated by it be cured other than through divine intervention or by the implementation of a *wish*. Note that all creatures once affected must make SS (System Shock) rolls upon being cured. Beings whom do not drink of the river's water for three days will die, no SR. After the first day, intelligent creatures go insane, and will immediately seek the river. This form of insanity is curable with a decoction made from the belfern (a plant found growing near eleven communities) plant root and this river's water.

River Mutations (note Vitality score)

5 or less: Immediate death. The imbiber turns pale white and collapses within 1-4 segments after drinking the water.

6-9: The skin takes on one of the following wooden textures:

Roll a D8, 1-2 = soft (AT9), 3-4 = medium-hard (AT5), 5-7 = hard (AT3), 8 = very hard (AT1). Characters gain the following benefits/detriments due to this change. All cold-base damage is at -2/die dealt, lightning damage is at -1/die dealt; but fire is at +2/die dealt. Characters' Vitalities are permanently reduced 3 points, and they find need to rest more often (+25% normal).

10-12: A putrid odor is given off by the affected character; this attracts animals (GM's choice), including garns (q.v.), and the smell carries up to 100' in all directions. The smell is thereafter innate to that character until the river effects are reversed.

13: A third eye--reddish and unholy looking--appears on one of the affected character's hands. The eye can extend up to 10' from the hand-socket by way of a fibrous cord. The eye allows the character normal infravision (80' range). However, all is not well, for the character will start to experience dreams about his death soon after the eye appears; he or she awakes to note that the eye is suspended above their body and looking at them with a singular icy gaze, as if it were attempting to pierce their very soul! The character will continue to experience these distressful dreams for as long as the eye remains attached to him or her. They will sleep less and less for they are now fearful of the eye and what it might do. Vitality scores--and corresponding points--are reduced by 2 after 3 days of no sleep; movement is reduced by 3", and there is a 10%-40% chance that the character in question will stumble/fall if running is attempted or if they remain on their feet for more than 6 hours at a stretch.

If the eye is destroyed, the character sustains 10 points of damage; he or she must roll a SR vs. rotting (use spells). The character's hand rots off if this is missed.

14: The affected character's hands turn a greenish tincture and thereafter will shudder spasmodically in combat/stress situations, or every 12-36 rounds. If during these times the character concentrates on using the hands to combat with, they transform into 6' long, prehensile vines of uncommonly strong composition (AT2). Each of the appendages deal 1-8 lashing/impact/strangling damage in melee. The vines can--with but a thought--be transformed back into hands, as above. However, these vines are a much sought after delicacy by some of the garden's fauna (GM's choice, but at least 4 different types). These creatures will be attracted by the odor up to 80' away; and they will seek the person who emits the odor, attempting to kill him or her and then devour their hands.

15: The imbiber feels invigorated by his or her draught from the river. But, when they come into range of Lamashes' mental vibrations they are susceptible to that demon's **Drone Control** power (q.v.).

16: The drinker becomes immune to plant poisons (includes gasses, nectars, spore emission, etc.) The immunity lasts for as many months as that character's Vitality.

17: The imbiber automatically acquires up to 1-10 additional HtK beyond what he or she can usually sustain each day.

18: The drinker always wakes up just before being surprised or attacked, or when an enemy is within a 60' radius of him or her. The character sits up with a start and looks in the direction of the attacker/enemy. Characters must be sleeping soundly to gain this benefit.

19: The drinker's Vitality is permanently raised by 3.

Flowers

When a flower encounter is indicated refer to the short list below to determine the type. All flowers have the following statistics unless noted otherwise: AT6, HtK = 2 per foot of height, fire damage for +50%, (see **Destroying the Foliage** and **Setting Fire to the Flora**).

Flower Type (D8)	Note
1. Poisonous	any size
2. Spore shooters	any size
3. Man eaters	3'-12'+ only
4. Pollen sprayers	any size
5. Healers	any size
6. Metallic	3'-12'+ only
7. Stranglers	any size
8. Sonic reverberators	any size

Size (D6)

1. 1/2' to 2' high (D4, 1/2' increments)
2. 1/2' to 3' high (D8, roll over on 8, 1/2' increments)
3. 1 1/2' to 6' high (D10, 1/2' increments)
4. 2' to 8' high (D8, roll over on 8, 1' increments)
5. 3' to 12' high (D10, 1' increments)
6. 6' to 15' high (D10', 1' increments)

Notes: Note that some flowers must meet certain size limitations: metallic and man eaters are both #5's, above.

Flower Descriptions

1. **Poisonous:** Roll a D6 for how the poison is transmitted: 1-2: touch; 3-4: ingestion; 5-6: smelling. The poison is not always lethal- roll a D8 to determine the poison's potency.

   1. Deadly. Character dies, no SR.
   2. Deadly. Character dies in 1-4 turns, no SR.
   3. Deadly. Character dies in 1-4 hours, no SR.
   4. 4-32 points of internal damage (dehydration).
   5. 3-30 points of internal damage (blood crystalization).
   6. 2-20 points of internal damage (intense cramps).
   7. 2-16 points of internal damage (wretching/vomiting).
   8. 1-10 points of internal damage (choking).

2. **Spore Shooters:** These spores shoot up to a range in inches equal to their size X2 (ie., a 12' high plant could shoot its spores up to 24"), and in any direction. One to four (D4) spores always hit the respective target. Spore shape and effects are detailed below. Roll a D8.

   1. *Ovoid/Spiked:* Upon impacting these stick to the target, causing 1-10 points of damage.
   2. *Oblong/Viscid:* These are acidic and cause 2-12 points of burning damage.
   3. *Rectangular/Oily:* These strike the target for 1-10 points impact damage and then skid off due to the oil base. These spores are flammable, and when lit they burst in a 5'-15' circumference area, causing 1 point of fire damage per foot of height of the originating plant.
   4. *Round/Crystalline:* These cause 4-16 points of puncture damage.
   5. *Tubular/Resinous:* This spore is parasitic and stays attached to its victim by the adhesive qualities of its resins. Continued attachment beyond a round drains the victim 2 HtK per turn until removed. One spore can be removed by one person; room limitations around a human body allow for only two spores to be removed from one person during a single turn. Note the number removeable by the size of the object the spores are stuck to, allowing more to be removed in a shorter time for larger objects, and vice versa for those smaller ones.
   6. *Triangular/Granular:* Upon impacting, the granules spread across the victim's body; and these cause rotting damage at a rate of 1-4 HtK/spore during the next three turns. The granules then dissipate (the toxin is absorbed into the skin). Characters surviving such an attack take -1 damage/spore/turn if they are attacked by these in the future.

3. **Man Eaters:** These are more commonly known as insectivorous plants, and include many varieties of pitchers, sundews, venus, etc. Due to their sizes and mutated forms, these have become voracious, and will attack all flesh-bearing creatures. Man eaters have the following stats: AT5, MP Level 6 monster, HtK = 2/foot of flower, Atk 1-4 bites (maw receptacles), Dm 2-8/bite.

4. **Pollen Sprayers:** These spray pollen clouds inches equal to their height in feet. The cloud covers a radius (footage) area equal to the flowers height in feet. For example, a 1' high flower covers a 1 (real) foot radius.

   Roll a D6 to determine the type of sprayer/pollen sprayed.

   1-2 *Suffocators* This pollen clogs all breathing cavities and repels air particles for 1-4 turns. Victims are damaged for points equal to their Vitalities subtracted from a base 30 each turn. Water will dissipate the pollen and reduce damage dealt/turn by 70%.

   3-4 *Inebriaters* A chemical change overcomes those affected by this pollen (SRs vs. poison at -2 apply). Those affected become walking drunks for 2-12 turns. During that time they will attack obviously dangerous opponents and ignore equally dangerous circumstances due to their heightened courage and carefree manner. Their movement is reduced by 2" due to the wayward, swaggering way in which they walk/run.

   5-6 *Adherers:* This pollen will stick to leather and metal objects, causing them to adhere to each other (a belt would stick to the girdle, a bag would become glued to armor, a sword would remain stuck in its scabbard, etc.) The pollen is minute, so that it can fit into the smallest areas. The pollen can be removed only by dousing the affected objects in water for 10 turns.

5. **Healers:** Roll a D6. The number indicates that the flower is efficacious when, 1-2 held near and smelled for 1 turn, 3-4 brewed and drunk, or 5-6 when its petals are eaten. Roll D% and note the table below for the healing potency. NOTE: With those smelled, the potency is reduced to 0 after the first smell. In all cases, divide the amount of healing point potential by the number of characters partaking of an individual piece.

01-10	1 point
11-15	1-2 points
16-20	1-3 points
21-25	1-4 points
26-30	1-6 points
31-35	2-7 points
36-40	1-10 points
41-60	1-12 points
61-65	4-16 points
66-70	5-20 points
71-80	6-30 points
81-90	6-36 points
91-98	4-40 points
99	Character healed of all damage
100	Character healed of all damage and disease

6. **Metallic:** Note the types below. These flowers can bend their stems/stalks up to feet equal to their height in feet minus 2' (i.e., a 12' high flower could bend to attack a target 10' away.) Each type has different stats as noted below.

Metal	AT	MP	HtK	Atk	Dm
Bronze	5	.5/foot	1/foot	4	1-3
Soft Iron	4	.75/foot	1.5/foot	4	1-6
Hard Iron	3	1/foot	2/foot	3	1-8
Steel-like	2	1.50/foot	2/foot	2	1-12
Adamantine	1	2/foot	2.5/foot	2	2-24
(God Metal)	0	2.5/foot	3/foot	1	3-36

7. **Stranglers:** Stranglers shoot 1-10 thin but strong vine-like filaments out of their pistils at nearby targets (2' range/foot of flower height up to 18 feet maximum). Each vine attacks as a level 6 monster and does 1-4 points of strangling/crushing damage. Each filament takes from 1-3 HtK each is are AT4.

8. **Sonic Reverberaters:** These flowers sense living beings within a 10' radius of them and then begin their sonic reverberations, setting up sound waves harmful to human-and animal-kind; damage dealt is 2-11 points in a 30' radius area.

Vines

There are a variety of vines present. The more prevalent ones are listed below; a more complete listing of vines appears in the appendices under **"Garden Dressing."**

Roll a D6.

1. *Woodbine.* (AT0, M6", MP 5+3, HtK 38, Atk 1, Dm 2-12): These 20' long vines are usually found in shaded areas, where they wait to fall upon creatures passing beneath them. Once a hit is scored the vine strangles the victim every melee round, hits being automatic due to its continued attachment.
2. *Fire Bean.* (AT4, M6", MP6, HtK 40, Atk 1, Dm 3-18): These 15' long vines are colored with brilliant scarlet and orange flowers which entwine about it. Once wrapped around its victim this vine's flowers immolate, causing fire damage as noted above. Range of immolation is 5', but the vine never immolates until it is wrapped about a living creature.
3. *Cup & Saucer.* (AT3, M6", MP 4+2, HtK 29, Atk 1-10 cups, Dm 2 points/cup): These 30' long vines hold many pink and purple, bell shaped flowers and several plum-like fruits. The fruits are treated as discussed in the section **Vegetables/Fruits,** and the bell flowers are likewise dangerous to living creatures. When a being comes within striking range of this vine, it drops 1-10 cups which are attached by thin but sturdy fuzz covered strands. The cups are leathery, with many fine teeth around the inside edges--and these attack as level 8 monsters initially, causing damage as indicated above. The plant has 20 cups, and it will continue dropping these upon the victim once it has attached to it; these plants are voracious eaters and can consume up to 200 pounds of flesh in about four hours.
4. *Canary Nasturtium.* (AT-1, M3", MP 5+3, HtK 34, Atk 1, Dm 2-20): These appear as 20' long dainty vines with finely cut silver leaves and small yellow flowers. The flowers are harmless (unless ingested, q.v.); but the leaves are actually akin to metal in tensile strength, and these will move to slash bystanders. Merely touching this type of vine causes 1 point of damage!
5. *Balloon Vine.* (AT4, M6", MP 6+2, HtK 42, Atk 1-4, Dm 2-8): These 15' long specimens are decorated with small white flowers and many balloon shaped seed pods. When a living creature comes within the range of the seed vine (10') the pods unleash 1-4 seeds per round until their supply (usually 1-8 pods with 20 seeds per pod/vine) of seeds is exhausted. The seeds are of teakwood hardness, and due to this and the force at which they are shot from the pod, they can pierce up to AT -3. Character's Agility bonuses are never figured into the AT rating when prefiguring ending ATs.
6. *Cypress Vine.* (AT5, M3", MP 7+1, HtK 49, Atk 1, Dm 4-16 electrical jolt): These 20' long vines appear to have many finely cut green leaves with large numbers of small orange, scarlet and/or white flowers adorning them. When approached these vines lash out (up to 6') and hit targets for electrical jolts which emanate from the flowers in the form of short and sharp sparks.

Birds

There are a large variety of mutated birds in the garden. Four types have survived the rigors of the garden; the others, including several rare specimens have since fallen prey to their environment. Water birds, just like the other beautiful things that the Plantmaster brought to the garden, died very early, their need for water keeping them at a disadvantage compared to the more mutable /adaptable varieties present. Among the survivors is the blackbird, the rockstin (a grayish robin), a cardinal, and a purple bird (a type of bluebird). Besides these varieties, others (such as the hawks, eagles, etc.) are present; but their numbers are few compared to these families.

Due to the need to survive in an increasingly hostile environment, the birds have learned to work/attack in flocks; all are meat-eaters, and will usually attack anything if the flock perceives that it can get away without too much loss. Canabilism is rampant among the black birds and there have been many fights with those clans, but their prolificness still transcends their casualties--and this group still reigns supreme (at least number-wise).

The rockstins seem the more ordered of the bunch, and they are the best fighters; and although they too operate in flocks, they are less organized along these lines, and only greater flocks will be seen when they're out hunting.

The Cardinals are few; but they have learned the tactic of waiting upon the battle and then reaping the benefits--thus other birds will often be ambushed after fighting major confrontations by a small but sturdy band of cardinals. Cardinals have become the worst scavengers, for their numbers do not allow them to fight pitched battles. Their colors have been a major detriment, for these attract many garden inhabitants; but their swiftness and cunning have won them the fourth spot over other birds which were less able to adapt.

The purple birds (known as Lamash as Hyrstiz), were a creation of that demon. He purposely mutated a whole nest of bluebirds and they have been reproducing ever since--and their earlier generations have all but passed away. These birds are known by the Oowahs as "Lamashes' ears," and are either avoided by them or treated with respect. Their numbers are not as great as the rockstins, but they have the position of being bred in controlled circumstances (near Lamashes' glade), so their numbers are increasing daily.

Read the appendices for more information about these birds; their numbers and stats are given there.

Insects

As with the birds, the insects have had a rough time of it. Those with a specific attribute, such as speed, camouflage, great defensive capability and/or burrowing ability, have been able to withstand the massive changes, and have more-or-less adapted to their surroundings. Notably, those insects which produce in mass and have a quick hatching period have fared better for these reasons. There are many predators in the garden, and this is ample reason enough for the high mortaility rate among all forms of insects. Of course many have become predatory; others, like the ants, rampage everywhere, but because of their size, they too have attracted a wide variety of predators, including the Oowahs, who consider them the garden's worst enemy and therefore hunt them for any reason.

Garden Dressing lists many types of insects. The avid GM should refer to that section for more information about **Insects.** Otherwise, the following four types are among the more populated in the garden.

1. *Giant Ant (black):* AT7, M18", MP 4-6, HtK 20, 30, 40; Atk 1, Dm 4-20 (pincer), NA: 1-12. The workers are the most common (60% MP 4); then the soldiers (30%, MP 5, 10% MP 6); queens will be seen rarely, and these are MP 8 with six large worker attendants (MP 6).
2. *Cricket:* AT8, M21" jump/9" crawl, MP 4, HtK 23, Atk 1, Dm 1-10 for bite, NA: 1-6. Crickets have been abe to survive because of their speed and ability to leap over great obstacles (like the river). About 20% of them have poisonous bites (causing delirium 80% or paralyzation 20% for D8 rounds).
3. *Giant Slug:* AT3, M9", MP 10, HtK 56, Atk 1, Dm 3-12 for bite, SP Acid spittle with bite = 2-12 extra; 20' range if spit = 1-10 upon impact, 3% (roll D%) chance per hit of swallowing opponent; NA: 1 or 2.
4. *Common Spider:* AT5, M12", MP3-5, HtK 18-30, Atk 1, Dm 1-6, SP poison bites 80% of the time = death (70% or sleep 30%). NA: 1-6. Some spiders have been known to form leagues; others have at one time worshipped a female *phaze spider.*

Vegetables/Fruits

Vegetables/Fruits: Many vegetables and fruits common to man are represented here.

All vegetables and fruits are poisonous (except as otherwise noted); each is 1-10 times the size of normal kinds. Roll a D8 and refer to the table below. Vegetables/fruits do not appear in the encounters, nor are they dealt with in a great fashion in the keyed encounters. They have, rather, been included for the GMs reference, to add to the existing adventure as he or she dreams fit, or, by the way of the future, use them as source material for whatever reason comes to mind.

Vegetable/Fruit Table (if consumed)

1. Consumable (50% chance of River of Lamash effects, q.v.)
2. Consumable (75% chance of River of Lamash effects)
3. No apparent nutritonal value (50% chance of R.o.L.e.)
4. Water value only (100% chance of R.o.L.e.)
5. Poisonous--Character must save vs. poison at -2 or suffer a massive heart attack, which kills him or her.

   Poisonous--The affected character's blood is dried up by this poison; death results in 2-8 turns, no SR possible.
7. The food in question smells and tastes bitter--consuming a whole bite causes 1-10 points of internal damage.
8. Each bite lowers Vitality, Intelligence and Strength one point each.

Herbs And Spices

Again, this information is for the fanatically-minded GM. Only priests, druids, ranger-types, and some elves will recognize these. Most herbs/spices are 1-6 times usual size. Among the more common varieties are: peppers, chives, garlic, sweet violets, dill, angelica, smallage, wort, hyssop,/peppermint, sages (apple, meadow, bluebeard, clary), wormwood, ginger, sandalwood, jasmine, patchouli.

About 25% are poisonous (save or die); 25% have no nutritional value, or have mutated so that they have lost their distinct properties (these have a 20% chance upon ingestion of imparting the effects listed under **The Purple River of Lamash**); 25% impart those effects listed under **Vegetables and Fruits**; and 25% give off disgusting odors which humans avoid.

Fungi

Mushrooms, toad stools, lichens, various jellies, slimes, molds, crustations, etc.--these are what this author will, with some reservation, classify as *fungi* for the sake of expendiency. Some types are listed in the appendices as *New Monsters*, and a more extensive listing is included in the **"Garden Dressing"** section there.

Follow the information below when and if you have the characters encounter a particular type of fungus. Generally, all of these ghastly things 1) are Poisonous, usually causing death; 2) are hallucinogenic, causing unusual visions; 3) cause illusions; 4) create delusions for those consuming them; 5) distort ones' time frame; 6) cause unconsciousness; 7) cause nightmares/dreams; 8) cause the eater to be deranged thus creating harm for him-, herself or others; 8) cause the eater thereof to come into contact with a higher being (god, demon, etc.) with unknown results; 9) causes other mental powers (latent, or other) such as ESP, telepathy, etc. to become intensified in some way for variable time periods; 10) gives the eater the ability to communicate with plants and/or animals; 11) leaves the consumer vulnerable to possession by various evil entities; 12) gives the eater increased vigor and strength, making it possible for these characters to endure longer without rest, food or water; 13) allows the consumer to contact the dead; 14) gives the consumer immunity to a particular form of poison or attack.

As will be noted, this is general information only. Specific types of fungus, as well as their good or ill effects, are detailed in the appendices; and the interested GM should refer to that section for amplification.

Scrolls

The Plantmaster had time to make some scrolls; and with the many he had--which are now spread about the garden--there are about 16 present (i.e., two of each type, below). Those of worth have been placed in the keyed encounters; and many have disintegrated or are forever lost. The list below will allow the prospective GM to generate the Plantmaster's unique scrolls outside the context of this adventure.

Roll a D8:

1. **Leaf Scroll:** This appears fashioned from a long, broad and thick leaf. The leaves' veins form the magical words or inscriptions. Once read, the leaves' veins turn dark black.
2. **Bark Scroll:** This is wrought from inner tree bark. The inscription consists of a combination of tiny hollow areas created by small insects and/or worms which have eaten into the bark. Once read, the inscriptions (spells) turn dark gray.
3. **Leathery Hide Scroll:** This is made from animal hide. The inscriptions have been accomplished by a burning process, possibly by the application of acid. When a spell is read, that particular part sizzles and a wisp of blue smoke rises from it.
4. **Flower Petal Scroll:** These wide, long but short petals are strange looking indeed! Wisps of actual fragrance (appearing as small streams of mist), form the script for this scroll. The wisps of fragrance disappear after the particular inscription is read.
5. **Plant Fiber Scroll:** This appears as interwoven plant fiber. Roll a D6 for the make of inscription:

   1-2 Moss
   3-4 Pigmentation (yellows, reds, blues)
   5-6 Bugs: A most interesting composition is noted. Small bugs (possibly mites) link together to form the inscription. When a spell is read, the bugs forming that part merely hop or fly from the scroll!

6. **Metallic Scroll:** These are foil scrolls. Roll a D6 to determine type and worth.

   1. Bronze Roll; worth 1 gp
   2. Copper Roll; worth 5 gp
   3. Silver Roll: worth 20 gp
   4. Gold Roll; worth 100 gp
   5. Platinum Roll; worth 300 gp
   6. Strange metal roll (perhaps silverish adamantine); of unknown worth (platinum smiths will bid up to 1,000 gp for a roll)

   Each metal roll is written in ointments, saps, and syrups. When a spell is read, that part either melts, crystallizes, or hardens, and then falls from the scroll.

7. **Stalk/Limb Scroll:** These consist of 1' high by 1/4" round plant stalks or tree limbs. The inscriptions have been placed through carving in the woody substance. When read, that particular inscription flames, and chars the spot where the spell was.
8. **Regular Papyrus Scroll:** The black ink forming these inscriptions appears luminous. When a spell is used, that particular part no longer shines, but is dull.

Creating And Stocking A (Fantastic) Garden: Some Thoughts On What To Do And How To Do It

It is not my intention to waste space by such an introduction; and be it far from me to imply that I, lowly writer, can actually give you the whole "ball of wax" when it comes to suggesting how you, the GM, should utilize what information I can possibly detail in such a limited space! But, here goes nuthin'!

Suggestions

1) **Get Inspired.** When I conceived of this module, I was inspired by an adventure I ran for the participants of the Greyhawk™ campaign years ago. There was a waterfall in it which led to a weird world that had gone amok; the main city had been deserted; there were weird creatures in the streets and even weirder magic afoot. Later, when I had developed this *backdrop* fo my own World of Kalibruhn™ campaign, I added the garden, a history, and it all clicked. Ah! Reverse creation you say! He's not god, but a charlatan! Well, in answer to that I say:

2) **Think backwards and forwards, up and down.** Many GMs complain to me about their inability to create even the simplest things (items, monsters, etc.). It seems that they are stuck on beginnings, and cannot see the woods before the insignificant tree. In creating the garden I drew upon a great amount of source material--a lot of it came straight from the Britannica. But names, colors, sizes, shapes, and smells aside, I had to place numbers and statistics, apportion magical items and somehow "balance" the entire package. Well! I could not have accomplished this as well as I did without a starting point--**mine: Creating the monsters** (and appendice information) and then working backwards. Afterwards I applied some simple questions and answers, and wallah! The garden began to take shape. Besides having the monsters, I had their adversaries (each other), where they abided, habits, haunts, etc. In each situation I asked the five W's: Where? when? why? who? what? (and, the honorary how?). It's not always this simple--and I stray somewhat from the point--but before creating and stocking your own garden, whether it is intended for an area already in your campaign, or for one forthcoming, you should consider these somewhat vague but inspired points. And remember that **groundwork** is always the key!

3) **Use the GM Information/Garden Dressing.** There is much ulterior information included in these sections. As far as utilizing this information in the adventure, this is more than possible. Player Characters will want to find edible food, so this will drive you to the appendices on many an occasion; they will need antidotes for the poisons; and you will want to provide a constantly interesting backdrop, which has real qualities like those of a living and breathing garden gone berserk! All of this and more is possible with the information provided. The usefulness of included information sources does not end there. In fact, this is only where it begins. You are the final creator--I only provide the raw sources.

So, how the material is to be used is strictly dependant upon what you plan to develop to utilize it in. Start planning. Think about sizes for a moment. You might want to start with the number of encounters. In my garden there are about 79 encounters, not counting various sub-encounters. If you think that this is too much for your own setting cut the above number by fourth's until you arrive at a comfortable figure. Next, what level is the average encounter? Is there a pre-set purpose to this place, or is it a romp-area with embodied clues to something more cogent in your campaign? And don't forget these simple questions: Is my garden inside, outdoors, or a combination of both? Is it in a temperate or tropical zone? Or is it somewhere completely alien and different? I fudged by placing my garden in a controlled (magical) environment——to me a lot more fun, for it allowed me to dicker around with the situations and create sundry thingies and encounters therefrom! But you might find that a fixed sort of order is more to your liking. If you choose one type of environment over another remember compatibility of flora and fauna within the selected range. Certainly polar bears would not be found in tropical conditions; but then, there's the suspended animation pool, and if we placed the bear...uhhh...never mind.

Back to the appendices... There is a lot you can choose from there; and if it is your desire, the information therein can be expanded upon to the point where you have about three times the number of wandering and keyed encounters that I started with. By making tables tailored to your own garden adventure--or for your own outdoor, if it is your desire to use this information as another source to flesh out those out-of-the-way places where your parties always skim past for lack of anything to see besides a percentage die roll--you add that singular dimension which becomes your own! Again, in presenting this module/aid I was inspired by ***my own*** setting, and did not wholly create this offering on the basis of how it would eventually sell--for I think it within the range of salability--so all that remains is its creativity/useability factor.

The main point is, getting back to #1 above, that *you* the GM must be inspired, know what you want, and where you want it, and at what intensity! The best that I can suggest is that you read the appendices and re-read the GM information sections many times; then start diddling around with the information and extract from it what you think you need. Start small and work up. The garden doesn't have to be as deadly as I have presented; and in fact there is a wide range of creatures--both small- and large-calibers--presented herein. The garden proper certainly doesn't have to be enclosed, though this makes for interesting subject matter in this presentation since this type of scenario keeps the adventureres in cage-like surroundings where they must be careful enough to survive to--to what? Well, to think of an escape of course! I'd want to get the hell out of the place if I were a character--and to hell with the Plantmaster! Erhhh. Not really. (Flash Inspiration: Read "The Garden of Adompha" by Clark Ashton Smith to get another viewpoint of a weird garden!)

Whether your own endeavor ends up as a Hanging Gardens of Babylon, or just as a herbalist's plot outside a business residence in some city, I wish you luck--and Inspiration!

Keyed Encounters (#1-65, R1-5, G1-3)

1. EMPTY AREA WITH PATH PROCEEDING EAST

As you step into this 50' x 40' area you note a path proceeding east out of it in the northern corner. There's nothing noticeable here except a few recently dead branchlets which seem to be decomposing.

This area is where tromseh abide. There are two of these awful things in the foliage above; and anyone passing across this cobblestoned area will be attacked by them--they merely drop the front portions of their bodies to the path and grab the victim; they will not touch the path. There is only a small (10% for the party) chance to notice these things, for they are disguised as tree limbs. Note the appendices for more information about these creatures. Their lair--a black tree with a hole in it--holds a random scroll with mage spells (1st-5th order only) in a leather bag, this having been garnered from the Plantmaster via an Oowah who was later dispatched by one of the tromsehs while passing through this very area. Roll for a regular scroll then note its composition by using the tables/information included in the **GM INFORMATION** section.

TROMSEH (2): AT4, M2", MP4, HtK 10 points/limb, Atk 3-8 limbs, SP strangles, cold does not affect.

2. POOL OF TUU-NEP

This is the pool from where the characters enter the garden. Read the **INTRODUCTION** for the area's description. The pool was a worship sight for the Plantmaster, who made offerings to the alien god of waters *Tuu-Nep*. Although the characters entered here, they cannot exit the garden via this pool for magical reasons. Many of the garden's inhabitants shun the area since the pool has remained unaffected by the river (a blessing from Tuu-Nep). The water is drinkable and will not adversely affect those partaking of it as Lamashes' water does. There is a 10% chance/day spent here that a *Tresper* (see **Appendix A: New Monsters**) will come to the pool to mediate before it.

3. PATH NORTH WITH ACRID SMELL

You note a grass path proceeding north and curving west. There is a bitter smell in the air here.

This is the path to the black ant colony north of here. The acrid smell is formic acid which was recently exuded by a soldier ant to mark this entry point. Four soldier ants have sensed the party's approach (if this was casual); otherwise they are just emerging from the foliage and proceeding ahead of the party to the north and are waiting to either side of the grass path (variable 10'-100' along the path for each). This instance holds true if the characters entered by any other way except coming up this grass path.

SOLDIER ANTS (4): AT7, M18", HtK 40 each, Atk 1, Dm 4-20.

4. ANT MOUNDS

There are seven large dirt mounds in this grassy area; and you are not surprised to note that there are gigantic ants coming out of several of these.

One or two ants come forth from 1-4 holes as the characters watch. If the characters battled the guards at key #3, then the new ants are additional soldiers coming to inspect that disturbance. If the characters somehow entered the area undetected (with spell only), then the ants coming forth are workers heading towards key #5 to tend the aphids there, or who are en route to the river to acquire seeds for the nest. The seeds (1-10 per ant) are saturated with the river water and are used by the colony for nutriment. If these workers are deterred in their mission, twice the number of additional workers, plus 2-5 soldier ants rove in search of the former workers: The new workers acquire the seeds while the soldiers circle as sentinels.

The colony is not deep in the ground; and the conventional ant burrow is not intended here, for the garden's floor, and spells imbuing this to keep the inhabitants inside the building, block diggings beyond 20'. The ants have compromised by building up mounds in which the following numbers reside (per mound).

4 Workers (MP 4)
2 Soldiers (MP 5)
1 Soldier (MP 6)

The queen (MP 8) should be positioned in one of the mounds with her six large (MP 6) workers.

The ants have captured many aphids which they keep at key #5 (see that)

GIANT BLACK ANTS: See the **GM INFORMATION** section under **Insects,** *Giant Ant (black)* for variable statistics.

5. SWEET-SMELLING GLADE WITH GOLDEN GLOBES

You come upon a grassy glade where several hundred golden globes are spread about. The ground here is sticky, and the air is thick with a sweet smell. As you stand there you see movement among the globes.

If the characters enter the area they may inspect these "globes," which are honeydew drops produced by the aphids that live here. These globes are 1 1/2' in circumference and are sticky, though not glue-like; they are regarded highly by the ants to the south. The movement among these are the aphids, busily creating these drops; and as the characters come closer to the glade's end they see the following:

To the east and wedged into some dead (black) trees there, is a nest of these bugs (aphids). They do not seem disturbed by your presence and continue with what they are doing--working on the nearby honeydew drops or resting.

If the characters attack these things, they defend, while emitting a shrill screaming sound. This attracts nearby ants which rush to defend the place; and in 1-3 rounds 1-6 soldier ants appear and attack until all intruders are killed and/or driven from this glade. Fifty percent of all soldier ants are MP 6 (see the **INSECT** section for statistics).

APHIDS (20): AT8, M9", MP2, HtK 2-12 each, Atk 1 bite, Dm 1-4, SP 10% chance of attackers hitting honeydew sacs thus lodging the attacking weapon in the aphid for 2-16 segments.

6. LARGE AREA WITH PATHS NORTH AND SOUTH

You note that this cobbled area is clean but damp, as if there is water present beneath the ground. Other than noting this, you see nothing but paths N & S, approximately 10-20' wide each.

There are a few aquatic-type spiders above which derive their sustenance from a small rivulet passing beneath the stone path by extending their proboscis between the cracks in it and drawing forth the water. The characters will not note their presence until these attack (50% chance the first round that something enters the area, increasing 10%/turn spent here; thus these creatures automatically attack on the 6th consecutive turn that something remains here).

SPIDERS (3): AT5, M12", MP5, HtK 24, 27, 31, Atk 1, Dm 1-6, SP surprise on 1-5, bite produces sleep (no SR) in 1-4 hours, for 1-6 turns.

7. GOLDEN TREE

There is a golden tree set off the path to the south here. Its hue is radiant, as if the sun struck it with full force, though there is no sun present of course. As you take account of the thing a branch bends towards the party and a voice sounds:

"Come, all of you, to the trunk and open the door; for I am trapped within and need your succor to escape. Without me, the doom of the garden will befall you, all of you."

The branch then withdraws and a thin line is seen to form upon the trunk, giving the indication of a door's outline, though no handle is noted. The grass before the tree, which leads up to the path, turns a scarlet hue at this time; and this seems to form a carpet, of sorts, leading towards the door. A bird above screeches and flies away.

The bird was a rockstin, one of the nicer breeds present, but still mutated and nasty enough. It has detected the sylph's presence near the doorway and has flown--in fact the evil sylph waits to grab anyone wandering within a few feet of the doorway. She does so, and then closes the door: The grass-path turns black, and anyone stepping upon it sustains acid damage for 1-4 points/round spent there; the tree turns pitch black in color and the limbs now sway aggressively towards the other party members as if attacking (it will attack if the party does not move out of its range). If the tree is killed the captured character is expelled from it and the sylph is driven off. But, if a character spends 3 or more hours in the tree, he or she becomes the sylph's servant until either, 1) The sylph is killed, thus rendering her special power over servants negated, or 2) The tree is killed, thus expelling the individual; the charmed character must make a SR vs. spells, with a successful check meaning that the urge to follow after the sylph failed and that he or she is returned to normal. The sylph has a pendant of *protection from animals,* which bestows +3 to all SRs made vs. animal-kind, and allows the user to control up to 9 MP levels worth of animals/week, no SR possible. This last power comes with 240 charges; and each MP level takes away one charge. This item is rechargeable by *Forest Mages, Druids,* and *Priests* of Lae Minah and Melc (Nature Goddess and the Godling of the Ranger/Wanderers, respectively).

EVIL SYLPH: AT8, M12"/36", MP 3+3, HtK 20, SP 4th order spells as Level 8 mage, conjure air -demon/-elemental (20%/80%) (Note the **Pregenerated Encounters**); grabs a bystander on a D20 roll of 1-15, no Agility/Magical defenses counting if the victim is within her reach; this form of attack is considered a surprise-type, and is allowed only once/unsuspecting character.

BLACK TREE: AT2, M0", MP8, HtK 40 for the trunk, 12 per limb, Attack Range: bends to 15-20' (D6) distances, then branches can hit anything 6-12' away. Size: 30'. Atk 1-6 branches, Dm 1-10 per branch, counts as magical weapon attacking. SP Axes do double damage against it; fire heals it 1-3 points/die; cold attacks do triple damage.

8. HOLES TO THE NORTH

Two large holes are seen near the NE side of the path here; there is a hissing sound when you stop to inspect these, but then the noise ceases:

These are two snake holes. These snakes have camouflage power--and they will slither along their tunnel to the south side of the path where they can come out another hole, more disguised than these immediate ones are. This action requires 1 turn; and if the characters have moved off by then these snakes will return to their burrow (20%), hang around waiting for the party's return (30%), or they will follow the party as long as they can still sense them (50%). Human flesh is prized highly by these creatures who have mutated to where their bodies accept both garden and "imported" food types. If the players camp, the snakes wait until activity ceases, then they move in--silently. One attacks the guard(s), while the other chooses among available targets. Captured prey is swallowed. This snakes skin is valued by the Oowahs (all twelve factions) for it makes good leather armor if cured properly. Characters could exchange skin for information or protection; or, the mere fact that they slew one of these fierce snakes will earn the "hero(s)" at least the respect of any Oowah who is informed about this accomplishment.

GIANT SNAKES (2): AT6, M12", MP6, HtK 30, 33, Atk 2, Dm 1-4/2-9, SP constrict, camouflage allows surprise attacks 6 out of 10 times.

9. FLOWER PATHS

The area comprising key #9 (and #9a, see below for that), is teeming with flower-life, most of it deadly. The GM should roll for three types of flowers which are prevalent here--there are about 100 flowers of the mutated variety (note the **GM INFORMATION** section under **FLOWERS**). Read the following paragraph to the characters when they enter this place:

*This is the most beautiful area you have seen yet! The many flowers are distinct and colorful: In one sweep you note petunias, daffodils, violets, chrysanthemums, tulips, and a few roses--and there's more beyond your sight (key #9a)--just to the (**west** or **north,*** depending upon which path they entered this area from).

After a few moments of inactivity (waiting/looking) the characters get the feeling that they are being watched; if they inquire about this merely tell them that it is an uneasy feeling only, and can't be caused by anything seen--like an animal or insect--for none of these things are present (they shun the area!).

If the characters proceed through the place, the flowers attack; many are horrible and all will fight to the death. The place could be fired, but this--as noted in the **GM INFORMATION** section under **Setting Fire to the Foliage**--causes the gas-cloud affect; and in *this* case this gas is poisonous due to the spores and resins present (SRs at -1 or sustain 4-40 points of suffocation damage for every turn within the cloud). The aforementioned damage and SRs apply to the first turn only when characters are attempting to close breathing orifices and extricate themselves from the affected area--but anyone still in the gas-cloud the 2nd and subsequent turn take full damage as listed, and must make **SS** (System Shock saves) or pass out--death occurs 1-6 rounds afterwards. Spells that *slow* or *stop* the *poison* are useable here. Control-type magic lasts 50% of their effective time periods when used against these flowers.

FLOWERS (three types): Roll a D8 three times and consult the **Flower Type** chart--and information thereafter--in the **GM INFORMATION** section.

9a. FLOWER FIELDS

You note that these fields are filled with small bitter orange plants in blossom; their flowers sprout everywhere. As you gaze upon the field's expanse you note a movement--an arm coming up from the ground, just breaking the surface of the plants' tops--but then you see no more as the arm has disappeared out of sight into the masses of flowers. The distance to this place must be short--maybe 20'-50'.

If the characters go into these fields, they note a gradual sleepiness overcoming them, but feel confidant that this condition is so gradual that there is no danger in inspecting for a while. Upon coming to the "arm" area the characters note the following:

You see a woman--just rising, as if from sleep--stretching her arms out and yawning; she appears sleepy-eyed at first but then her way changes to one of interest, though clouded by sleepiness. She doesn't say anything immediately, then volunteers: "Other humans--when?" She seems perplexed, but with excitement growing.

She then inquires about the party's adventure, attempting to lull them into a sense of false security (i.e., her all-pervading charm is through the use of her Appeal/Beauty and magical/natural influences)--it is subtle, and those affected by it **DO NOT** know it until she is affronted/offended/attacked, at which time charmed individuals react in a most hateful way against her detractors /attackers, defending her against them as best as they can. During their "chat" with Neroli, she yawns and lies down, inviting the characters to breath her intoxicating flowers which she says "Open the mind to the sensations of sensations; gives insights into your most urgent desires and questions, and puts to flight any hint of mundaneness." Smelling the flowers does stimulate the mind and does open it--to her mass suggestion, which is implanted telepathically and initiated by a word.

When and if Neroli is attacked, or if the characters decide to evacuate the area, she uses the suggestions on those who took deep wafts of the blossoms; and at that time all those who failed a secret SR vs. spells come under her charm. Neroli will attempt to avoid the characters, but if she is successfully hit she whirls about and a transformation is immediately noted: Instead of a lovely lady before them, all characters note a 3-headed demonic plant rooted in her place--all heads being the same "type" of facial structures as Neroli's, but hideous in aspect, and quite threatening:

You see a 7' high plant with three heads protruding from several neck-stalks. All are mawed with sharp teeth; the heads' eyes are evil and filled with rage; and they all scream in unison as the thing shuffles towards you!

The demonic-plant, Neroli, attacks without concern for itself, for while in this form it is not mindful of any situation other than killing, killing. . . The plant attacks until all are driven from the fields; and note, as the thing attacks, its scream, which pierces the surroundings like a whistle from hell, permeates the place, its tone leveling off but staying constant after the initial sounding. This is a telepathic scream, alerting the other flowers--smaller orange blossoms--to awake and defend the field from the intruders.

As the plant melees you, you note the following: The other surrounding bitter orange blossoms rise to upright positions; their once weak or stilted forms seem fortified with vigor and their petals have bloomed to twice their former sizes. Many seem to have opened

up--others are opening--to reveal faces, like smaller versions of the demonic plant, looking right at you.

The orange blossoms giggle, and then this stops and they scream--in unison--as they unleash a highly potent sleep pollen in the whole field. Note the chart below. Characters slept and left undefended are consumed by Neroli.

Vitality Score	Affect
20+	-1" to move/save in 3 turns at -3 V.
19	-2" to move/save in 1 turn at -4 V.
18*	-3" to move, -2 Ag., SR vs. sleep, +2
17*	-5" to move, -3 Ag., SR vs. sleep, +1
16*	-6" to move, -4 Ag., SR vs. sleep, +/-0
15-13*	-7" to move, -6 Ag., SR vs. sleep, -1
12-10*	-8" to move, -6 Ag., SR vs. sleep, -2
9-7*	-9" to move, -6 Ag., SR vs. sleep, -3
6 or less	SLEPT, NO SR

*Characters remaining in the area of the pollen save at -5 Vitality categories on following rounds.

Note that in some cases those affected can not move due to the strictures of armor, etc. The pollen affects Strength and Agility and weakens the constitution, so that one becomes more and more susceptible to its effects the longer they remain exposed to it.

Characters suggesting retreat from the field on the initial round of pollen spraying should be allowed to back-pedal out of it; however, those less unfortunate ones who miss their SRs vs. sleep will at best stagger back 10' and collapse. Sleep lasts for turns equal to the victim's Vitality subtracted from 25. Besides expending the allotted time period, characters can be awakened through complete immersions in water, which washes the pollen from them and speeds the metabolic rate again. Characters show signs of revival 1-4 rounds after immersion.

NEROLI: AT4, M10", MP 7+6, HtK 40 for the body, 22 for each head, Atk 3 bites, Dm 1-8 each, SP 1st head: Extra acid damage of 1-10 upon successful bite; 2nd head: Roll a D8 each round of attack, a D5-8 = a sonic scream which causes 3-12 points of damage to those within a 5' radius of it, flowers excluded; 3rd head: Roll a D6 every round of combat, a 6=the head coughing out a pollen which chokes the being this head bit/bit at. damage is 2-20 points (50% damage if a 5D6 Agility check is made).

ORANGE BLOSSOM "CHILDREN": AT8, M0", MP 1, HtK 6, Atk 1, Dm 1-3, SP Sleep pollen every round for 10 rounds; then regenerates for 10 rounds.

10. CULDESAC AREA WITH THICK FOLIAGE

You note an area which is ringed with foliage, as if it was purposely put there. There is no sound emanating from the area and nothing can be heard.

There is a tribe of Oowahs residing beyond the foliage; and their piling of branches, leaves, and what not is an indication of their borders--borders which other intelligent garden inhabitants respect, due to the dire consequences if they do not. The tribe--*Eap* (EE-App)--is prepared for any eventuality; scouts/sentinels report movements along the paths, and in the case of attacks all but the men and older women take to the *"ints"*--tree houses (note the appendices for more detailed information on the Oowahs).

If the characters attempt to approach and breach the foliage wall, they will be attacked by the foremost group of Oowahs, which represent the better fighting men present (about 20% of the possible fighters of the camp); poisoned needles fired from blowguns are used first; then Oowahs jump and dive from the trees, gaining +3 on initial attacks, and +1 for 1-4 melee rounds afterwards due to intial positioning and their use of unfamiliar weapons (unless characters have been attacked before). Other Oowahs follow, until the entire inhabitants are present. Women fight as well as the men; and the elders of the tribe hurl rocks (1-4 points per) very efficiently (+1 to hit), though these will always be at level 0.

If the characters are beaten, they will be taken to the camp and used as slave labor unless they can convince the Oowahs of their sincerity and willingness to help. The Oowahs are concerned with the chanterelle fields (edible mushrooms the size of trees, thus they are called chanterelle trees). They eat steaks prepared from these, and their armor is fleshed from them also, so this is a commodity they will always want. But, the tribe Cosyf has the monoply on the chanterelle groves; and the Eaps will attempt to convince their prisoners that they'll be freed if they join them to war upon this dominant tribe (this is the case with all of the tribes though no concerted effort has been made to oust the Cosyf, nor will there be, ever). If the characters say no, then they are kept as prisoners. They will be fed food permeated with the river water (see **THE PURPLE RIVER OF LAMASH**). This could be a dismal end to a promising start.

For statistics on the **Oowahs,** refer to the last entry in **Appendix A: New Monsters.**

11. NEST IN THE TREES

There is a nest above in the trees--a large nest, for from this distance you note much of its exterior, as it overlaps beyond a tree bough. You see and hear nothing otherwise.

This is a red hawk's nest, noticeable because the parents keep the area cleared of foliage. The two hawks are currently out hunting, but will return in 1-6 rounds. If there are characters in the area at this time, the hawks attack. They are aggressive since their brood is present; but they are not overpowering fighters. Their activity--screeching, flapping, fighting--attracts wandering encounters, however, for many scavengers rely upon the carcasses of the hawks' victims. Roll a D6 twice for the type(s) of wanderers that show up in D8 rounds after the initial screech/attack. If the encounter is unintelligent, it attacks without waiting; if given to forethought, these types wait upon the outcome and gauge the situation as it stands then--then they wait for the victor to leave, or they attack if in their assessment they can best the victors.

WANDERERS:

1: Black Flies (1-6): unintelligent and aggressive, though not against hawks
2: Clapodee: (1); non-intelligent and aggressive.
3. Birds (cardinals--1-30); animal intelligence but conniving, non-aggressive vs. hawks and/or humans unless encountered en masse.
4. Garn (1): 1-2, 3-4, 5-6 for type; dangerously intelligent and aggressive.
5: Giant Owl: Intelligent and aggressive
6: Bakkas: Non-intelligent; semi-aggressive.

RED HAWKS (2 plus 2 young): AT7, M3"/21", MP 1+2, HtK 8 each, Atk 3, Dm 1-4 x 2/1-6, SP screams = mild fear/stun for -1 to react next round. The young do not fly; defend and attack at 50% parent's values, bite only, Dm at -1, no scream.

12. HIDDEN FLOWERS

There is a patch of flowers hidden at the east end of this area; they are aware of beings entering here and they wait until these are within range and then attack. The flowers are spore shooters, but twice as powerful as those listed in the **GM INFORMATION** section. In addition to these things, three ambush bugs are present-

-and these two groups support each other *(symbiosis)*, the bugs sometimes providing carrion for the plants, and vice versa. The flowers somehow know that the bugs are beneficial, for they do not attack them; and the bugs could care less about the flowers, though they have a knack for bringing carrion back here--a strange habit even for a mutated insect.

Depending upon the situation, characters are attacked by the flower spores first--and while occupied with these the ambush bugs drop on them from above.

FLOWERS (3 Spore Shooters): AT6, M0", MP N/A, HtK 20 (10' high flowers), Atk D4 spores/turn (rectangular/oily), Dm 1-10/spore, spores are flammable; range is 20".

AMBUSH BUGS (3): AT5, M 9"/15", MP 1+3, HtK 8 each, Atk 1, Dm 2-7 drain blood, SP automatic damage once prey is held due to *raptorial* legs; due to surprise circumstances these bugs gain an initial +4 to their attack rolls the first round.

13. OOWAH ENCAMPMENT (STOROP)

You note a bridge over a stagnant purple body of water--the river you've heard off in the distance. On the other side is a piling of plant matter, off the path and forming a wall running north. You might see some movement beyond this seemingly makeshift wall--like a figure jumping to the ground beyond it, or the fleeting glimpse of a strangely attired human taking a quick look your way and then disappearing back into the foliage--and then you hear a sound, like a large reed being blown.

This is the *Storop* encampment. Note the appendices under **Oowahs** for statistics and record the variable number encountered. Also read key #10 for a feel about the Oowahs in general, their obsession with the chanterelle groves (key #20) and the predicament with the dominant Cosyf tribe.

The Storop tend the bridge here--and they are among the richest of the Oowahs present (riches being weighed in pounds of chanterelle procured per day), for they charge toll (chanterelle flesh) to any other tribe which crosses the bridge to hunt on the extreme south side of the garden. Their area is not as overgrown with foliage or as infested with river/land creatures as others are; and their life by the stream/river-side in their lower leveled *ints* is relatively peaceful compared to the other warring and involved factions north and northeast of them.

14. OOWAH ENCAMPMENT (FLOAX)

There is a pile, or wall, of foliage near this intersection--and you definately see activity beyond this in a clearing containing many trees. Something whizzes past you-like a bee; but then you note a dart, or needle, sticking out of a nearby tree trunk!

This is the Floax encampment; they are on generally neutral terms with everyone except the Storop who make them pay extra chanterelle flesh for passing over the bridge. This was in answer to the Floax (but under different leadership at that time) demanding "intersection fees" from everyone since their camp is right at an E-W-S path area; and now since the tribes at keys #19, #16, and #15 do not allow the Floax to travel through their foliage on their way to the chanterelle groves, the Floax have had to use the Storop's bridge--and thus the retribution (Storops refer to it as recompense).

The Oowahs here have set off a warning shot in an attempt to scare the intruders into one of the other encampments (E, W, S); and if a battle ensues with any of these, the Floax will arrive late to raid rival Oowahs of their chanterelle flesh. They will do nothing otherwise unless their camp is assaulted.

For further details on the Oowahs, read the second to last entry in Appendix A; and refer to key #10.

15. OOWAH ENCAMPMENT (ERTH)

You note a large totem of some sort sticking out from a mass of foliage which forms a wall running north and south on the eastern part of this area.

If the characters enter the glade the totem's topmost head will emit a whistling sound--and within 1-3 turns 40% of the Oowah warriors (note numbers of the camp in Appendix A) will be summoned here. They are of neutral demeanor, attempting to drive off creatures rather than lose their numbers in a direct confrontation. However, these particular Oowahs have had ill times with the purple nyx, who have "done in" several of their number--so any association uncovered between the adventurer's and the nyx will be reacted to violently by this particular clan.

The totem is the "scrying god" which was formed and positioned here by the Erth Oowahs to watch over their area. When any intruder enters the path/glade area the topmost head--an ugly humanoid with a mushroom-tipped tongue--sounds a shrill, high-pitched whistle. This alerts the camp, and has the additional effect of unintentionally fearing most intelligent (Oowah) intruders, for they believe that this is a spirit of Lamash sent to protect the Erth clan. In fact, there is a sentinel dwarf-among-Oowahs present in the hollow head; and he sounds the whistle. At nighttime he climbs out of the totem and returns to the camp. The Erth are currently working on a larger totem, for the other Oowahs--through trial and error--have come to the conclusion that the spirit in the totem sleeps at night since it doesn't "scream" when they pass there. The larger totem will ensure that the "spirit" can work in shifts, thus keeping unwanted Oowahs from trespassing during those times.

For more information about Oowahs read the second to last entry in Appendix A; and also read key #10.

16. OOWAH ENCAMPMENT (YRES)

This emcampment can only be seen from the wall there, unless viewers are right upon it in the foliage. The Yres are secluded here, but they are also warlike; they raid those getting the chanterelle, and in the past used to ambush other Oowahs passing beneath their walls. The Eap avoid them by crossing north to #21, then west to the groves. On occasion the Floax have had run-ins with this tribe.

The Yres worship a completely imaginary god which could be the personification of Lamash. It is thought that the once empty walls became filled with vines when that demon passed near them. Supposedly, though no being has lived to tell the tale in full, the wall-vines on the east part of the camp form the likeness of Lamashes' head--and the Yres' shamans say that the vines talk to them and inform them of countless victories for their tribe. Prisoners are thrown to the vines (actually the largest of the strangling *Woodbine* variety (see the **VINES** section), though any other story about it is just that).

For more information on the Oowahs, their strengths, weapons, etc., see the second to the last entry in Appendix A; and also read key #10.

17. DIVERGENT PATHS/MOLDY AREAS

The path widens into an open area with several paths leading out of it. There is a grassy path heading east; and two mold-strewn paths, west-northwest and east-northeast, respectively. The mold is in sections, so with some careful stepping you could get around many of the obvious blockages, though it is hard to tell just how far back these extend in either direction; nor can you make out differing densities since some mold formations, as high as ogres are tall, block this type of view.

Those flying up 10' will note that the paths later on are consistent with their beginnings--dense but not impassible, though closeness to unknown/mutated molds will always be a concern, since these will never be more than 3' distant at any time. Read key #22 for more information on the molds. The path to the east leads to a glade occupied by phaze spiders.

18. WEBBED GLADE

There are a lot of webs in this glade; and in one is a grasshopper which struggles to free itself. Large spiders appear out of nowhere--as if turning visible in an instant--and wrap more webbing around it. These then scuttle back to a larger mass of webs to the south, where they wait. During this time the grasshopper spews forth strong stomach acids while chewing the strands--and this seems to be burning the webbing; but then the spiders, obviously intent upon keeping their prey, begin the wrapping process once again.

This scene has been repeating itself for days now; the grasshopper got caught, but due to several factors caused by its mutation it has not fallen the total victim as yet. Its ability to spew forth stomach acid continues to weaken the webs; and its armor--mutated to a hardness comparable to AT 1--makes it a not-so-easy-target to latch onto. The spiders have tried to administer a few stings too boot; but those which penetrated seemed ineffectual--so the grasshopper is immune to poison, also!

The webs are strong enough to walk on; and those that aren't new (within the last 2 hours) are not that sticky (slows movement by 2"); but if fallen on, the webs as a whole will immobilize creatures so doing. There is a 10% chance of falling onto the webs for every 20' crossed. If attacked upon these, chances to fall is 90% minus that character's Agility. The resulting number and below is the chance to fall. Fire burns the webs at 10 sq. feet/turn; water will make these sticky again. Stuck mages requiring somatic exercises during spell-casting can accomplish these if they make an Agility check at 4D6 +2 (rolling for Ag. or under).

The webs seem thicker on the south side of the glade; and for obvious reasons, if one were a spider, for the ants at #4 often foray this direction, breaking into the phaze spider's area through the rotten trees south of the glade. The spiders have concentrated their web-spinning efforts there as of late; and the ants have ceased their wanderings here because of that.

PHAZE SPIDERS (3): AT6, M6" or 15", MP 6, HtK 29, 32, 28, Atk 1Dm 2-5, SP Bites are poisonous for 1-10 points, no SR; phaze ability confuses opponent and makes spider harder to hit.

GRASSHOPPER: AT1, M 3"/15" (currently 0"), MP 2+3, HtK 17, Atk 1, Dm 1-4 for bite, SP 75% chance that stomach emits brown stomach acid during bite equalling 2-12 points damage, no SR; immune to poison.

19. OOWAH ENCAMPMENT (FRITTAL)

The party escries a foliage wall extending north along the eastern side of this area. Across from this is a wooden hut, built into a series of low-lying trees; standing by the hut's door is a man, somewhat discolored with forest pigments but a human, no doubt about it.

As you watch (or approach) the man steps inside the hut and comes out with a two-handed sword; three black-headed dogs come from behind the structure--and there is a sound, like a horn being blown. The man stands his ground; and the dogs heel on their own just a few feet in front of him.

This is one of the three surviving humans here. Originally, this man was an emissary to the Plantmaster (read the **GM BACKGROUND**) who was catapulted, upon breaching the outer doors (i.e., key **#55**), into the strange world of the garden. The garden was at that point in the formative stages--Lamash had not yet revealed his plan, nor had the majority of the mutations become rampant as of yet. In the confusion, the Plantmaster was not aware of the men's (he had a colleague, q.v.) presence; and in the days to come the messengers became lost and ended up mutated themselves. Both have managed to survive somehow. Fargan--the man with the sword--became involved with the Oowahs, but could not abide their housing--ints--so he built a hut, which he finds hard to defend. The dogs are from parents once owned by the Plantmaster, whom died fighting the demon. But the brood survived and were given as a gift to Fargan by the Oowahs, who appreciate his ability (and armor and sword).

Fargan will defend the camp from intruders. His response to the adventurers was/is one of surprise, for he cannot imagine how anyone could be in this place. His next guess is that this is a trick of the demon, Lamash; but as he stands there, his dogs give him the assurance (via *telepathy)* that these **are** humans. Fargan's quandary will be less in ascertaining their mission, and more in the arrangement of his part in it. He will claim leadershp of the party for several reasons: 1) He is to be the leader of the Frittals soon (by marriage to Oweah, an Oowah woman who sounded the horn upon the character's approach and who is now hidden in the hut with a blow gun, c.f.); 2) He knows the paths well; 3) He believes that he still holds royal power outside the city (he was the second cousin of one of the lords who ordered him to bring the Plantmaster to them), and as such he knows it is his lawful right--present circumstances aside--to demand obedience, even from foreigners. Fargan does not know that the city is lifeless, for the only way he might have ascertained that fact would have been through ascending the "hole in the ceiling" to the garn ledges and then peering through the crystal dome there; and even the thought of doing this--let alone, that recommendation by someone--is considered insane behavior by most all intelligent garden inhabitants!

If the adventurers refuse his leadership, he lets them depart, but he will never abide them again; and takes them prisoner at those times. If the characters attack, the Oowahs who were alerted and which, as a group, are now lying in wait in the eastern foliage, will ambush them. The Frittal are basically peaceful. Fargan has guided them in their ways, for he sees the folly in depleting the camp when danger lurks everywhere. He has recommended peaceful relations with the Cosyf, the dominant tribe here, but they have ignored this request for an alliance since this would include sharing the tending of the chanterelles, which the Cosyf enjoy a monopoly on.

For more on Oowahs, read the second to last entry in Appendix A; and also read key #10.

FARGAN, COLONEL OF THE GUARD: AT0, M12", MP:F8, HtK 85 (17 Vitality, plus river mutation), Atk 3/2, Dm 2-11, SP 2-hd-swd. **+1,** Platemail **+2,** telepathic link to dogs (q.v.).

OWEAH: AT7 (kunet barkskin), M12", MP:F3/Thief abilities at L2, HtK 12, Atk 1, Dm 1-4 (Fargan's dagger), SP Blowgun with 10 poison needles.

DOGS (3): AT8, M12", MP2, HtK 10, 12, 13, Atk 1, Dm 2-5, SP telepathic link with master over 100'.

20. CHANTERELLE GROVES/OOWAH ENCAMPMENT (COSYF)

Stretching before your eyes are several rows of large fungi, wide stalked and reddish brown in color, with their tops more brim-like and flatlike, yet full and flowing. A pungent aroma is given off by these "trees," which you find attractive.

If the characters arrive here during the day, they see many Cosyf Oowahs tending the chanterelle fields; they make shallow punctures in a row, then stick sharpened sticks into the punctures and skin the outer bark; they then apply juices from its roots to the exposed underbark (this heals it over night!). This process is similar to that of the World of Kalibruhn's kunet tree (which is

found in small numbers here and utilized in the same manner). The characters will be inspected by the Oowahs, who are suspicious of them always, suspecting their complicity with other Oowahs to gain the groves (or at least to steal some of the flesh). They are not allowed into the fields; and if any characters are found trespassing, they are taken to the river and thrown into it (at #31).

If the characters attempt to cross the fields during "nighttime" they are attacked by giant snakes (see below); this alerts the camp inhabitants along the northern face of the area, but they do not investigate until morning since they are sure that the snakes can handle all types of intruders.

The chanterelle groves are held by the Oowahs to be the most important commodity in the garden. The Cosyf, a large tribe with double the numbers usually found in other Oowah encampments (40-160), are the dominant clan here. They tend to the chanterelle fields, taking nearly 50% of its cultivatable flesh in return. The remaining percentages are split between the 11 tribes, though the Yres have managed to extort more, so their share is double that of the remaining ten tribes. None of the tribes to date have united (nor does it look like this will ever happen) in breaking the Cosyf's monopoly of the groves. They are either too close to the Cosyf to attempt such a thing, or too far away, making such an attack logistically unfavorable. In addition, there is the garden itself, which keeps all of the tribes, including the Cosyf to a lesser extent, involved to the maximum. With foraging, weapon-making, hunting, defending, concocting, scouting, food preparation, rearing children, heading their lists, the concept of a war over however an important commodity seems mostly absurd to many except the elders; and in their cases, it is thought that the prospect of death has made them cynical and uncaring in this regard, so their notions are gratefully accepted and silently ignored by most Oowah leaders, except (again) those of the warring Yres tribe.

The Cosyf are assured that their position is unalterable. They daily tend the fields; and at night they let the giant snakes out to guard the area. The snakes are mutated, and in order to live they require a form of bug only found in the fields here. When the Cosyf settled here they noted this arrangement and quickly ascertained the snakes weakness. All snakes remain silently still here; and they are lured back into the many cages ringing the area through the use of the self-same bugs which are planted in the cages as bait. The snakes have grown accustomed to this arrangement (in an odd sort of way) and rarely attack Oowahs during feeding time. However, this changes at night when these things become insanely voracious. All Cosyf stay away from the groves until morning. Early on, chanterelle raiders were taught costly lessons when trying to steal their "fair share" from the groves during these times; but now that all are "informed," there has been little raiding.

For more information about the Oowahs, read the second to last entry of Appendix A; also note key #10 for enlightening references.

Giant Snakes (20): AT5, M9", MP 5+2, HtK 25-34 each, Atk 1, Dm 2-9, SP Attacks during the night from surprise 80% of the time; during the daytime, MP is 4.

21. OOWAH ENCAMPMENT (FAIX)

There is a circle of live trees in this almost treeless area, grouped inside piles of dead timber, which encircle them like fortification walls.

If the characters have seen Oowah camps before, they note that the live trees are the ints. This camp is wholly unlike others of its kind--the whole place seems desolate. There are a few Oowahs walking about; and the few that are take no heed of the party unless the latter cross the dead timber walls, at which time a horn is sounded from within the complex and the place comes alive.

This is the Faix encampment. They are the poorest of the Oowahs, though they are the second closet tribe to the chanterelle groves. Their history is as bleak as the woods they subsist in. One night their tribe was virtually annihilated by an incursion of horrific mold from the east--the woods were laid low, the chanterelle they had was destroyed, and about 50% of the tribespeople were killed. To make matters worse, in their flight the leader ran across the chanterelle fields and was killed by a giant guardian snake there. The Cosyf, not understanding the Faix' predicament, and hot because of the trespass, cut them off from chanterelle for some time. Lacking for their staple food, the tribe descended into cannibalism, or departed and were killed in various areas of the garden. Some are still wandering; and others were at one time rumored to be prisoners of Lamash, who delighted in their torture.

The Faix have rebuilt since then, though they will never challenge the other tribes for supremacy. Ways are so bad of late, that they have formed a semi-alliance with the Cosyf just to procure the food they need. The camp itself is populated by 1/2 listed numbers. There are no shamans here, for those that did exist were the few who unsuccessfully tried to establish encampments north of the river near key #45 (a pool, q.v.). They were never heard from afterward.

For more information about Oowahs, read the second to last entry of Appendix A.

22. MOLD INFESTED AREAS

You see a veritable field of mold, growing out of the path, hanging from the ceiling and infesting dead trees which at one time comprised a larger wooden area, perhaps extending further east and west. Some mold has shaped itself with the remaining foliage: There are trees bursting forth with the stuff, like a cancer which has finally erupted; bushes are covered, some as if layered with a light snow fall; others spiral, twisting about the foliage like snakes, while still others are blossom-puffballs, as if recently exploded due to some internal pressures. The air is alive with spores; some almost seeming sentient as they land on your shoulder, or seek your nostrils.

The mold is not affected by magic--thus the immunity to the path. If there is a danger to the entire inhabitants here, this is it, for it crosses almost all boundaries, and kills every living being (for a note on the western-mold's history, read key #21). The stuff is dangerous if breathed, but if a rag, or such, is used to cover breathing orifices, characters may pass through here freely. All those breathing the stuff must make SRs vs. infestation. If infestation is indicated, the mold grows. There is only a 1 in 6 chance that a *cure poison* will work on the victim since the mold is resistant to magic. The victim dies 2-24 days later; and within 4 days insanity sets in.

The mold can be attacked by fire (non-magical); it is not connected to Lamash via his roots, for he detests the stuff. Each square foot of mold sustains 1 HtK.

23. DULL GREEN FIELD

You see a rough, dull green field of rolling grass ahead of you. It looks as though mold attacked this place--there are a few spores hereabouts--but failed too conquer it for some reason.

The reason for the field's existence is that--it isn't a real field! There is a grotto--approximately 2' deep and as wide as the field--covering this area. In it are black jelly oysters, whose tops form the rough (uneven) grey-green area which appears to the players as grass. The mold attempted infestation here; but the black jelly oysters have mutated to an acid base, so mold always dissolves upon landing.

If the characters say that they'll watch the field for a while, roll a D10: On a roll of 6-10 a piece of mold spore floats up and lands upon the field. The oyster below it explodes in a spray of acid, dissolving it. The same holds true for objects thrown onto the field; and they trigger explosions from the oysters. There are approximately 15 black jelly oysters per 10 sq. feet of area. Note the appendices for

more information on these fungi.

BLACK JELLY OYSTERS (500 apprx.): AT7, M0", MP3, HtK 17 each, Atk 1, Dm 2-7, SP lichen acid; stepping on one triggers acid explosion, camouflaged as grass.

24. FALLEN TREES

There are mold spores apparent in the area. Several tree trunks block your path, but you can easily go around, or over, them if this is your desire. The nearby woods are particularly peaceful.

There are red tree brains inside the trunks. As the characters pass within arm's reach of these, the ' brains pop up to their full sizes (note Appendix A) and attack. The brains attempt to paralyze victims; they then infest and dissolve the meal, absorbing everything into the mass. The red tee brains are semi-intelligent, so they will shrink back into the logs if the fight goes against them.

Upon closer inspection, the mold spores are seen to be shell casings, instead--non-harmful. The woods are empty in this area due to the molds, ' brains, and many headed slime's (see key #25) proximity. Thus "peacefulness" abounds.

RED TREE BRAIN (3): AT6, M1", MP6, HtK 42 each, Atk 1, Dm 3-12, SP paralyzation, shrinking increases AT by 2 every two rounds up to -2 AT (four rounds).

25. SURPRISE ATTACK!

The many headed slime which lives here launches two attacks--one comes in the form of a psionic attack of some sort; and then it projects its selected head to bash opponents, attempting to move behind the adventurers in order to block their escape.

The ' slime is desperately hungry, for all life, except the trees, has fled the area due to the various infestations (molds, et al.). If it can it will attempt to immobolize the weakest (damaged) being present, using psionics and its rotting attack to do so. It then feeds upon the victim until the remains are assimilated. The slime then rests for an hour, during which time (on this occasion) it may (35%) remain psionically inactive.

MANY HEADED SLIME: AT6, M3", MP10, HtK 100, Atk 1 Dm 2-20 rotting, SP Psi/Psych.

26. STRANGE BLACK WATER AND GRASS

I. *You look past what almost seems a small gutter, or channel, of brackish black water to a wavy and twisted grass field beyond. There is a dull moaning sound coming from the grass, though this must be made by something small--or the being is laying flat in the grass, for you see nothing. The water is still and reflects all light, like oil.*

II. *A hole 20' above (read* ***Garden's Walls/Ceiling/Upper Extremities****) this is overgrown with vines and foliage--and a dim ight can be seen there, along with the outlines of shadowy areas almost too indisinct to hazard a guess as to what they are. At a guess any one of you would estimate that the hole--some 30' round, with the party being positioned near its (southeastern-most) curve,--must ascend 50' and probably higher.*

Note: The hole goes up 90' to the garn ledges. Note the ledge map, and keys #G1-3, which appear near the end of the Keyed Encounters. Read description II, above, to the party when it encounters the hole at these keys: #26, #31, #R1.

Characters tossing something into the water hear a kerplunk! And the object (if non-floating) sinks slowly. The "moaning" is made by several giant toads whose vocal organs have been mutated. The toads are in the "grass," a type of quicksand, parts of which are very solid. The toads move beneath these grass-like islands, and by themselves appear as part of the grass. They attack anything stepping too close to the water.

If characters examine the edges of this place they notice that there is a mixture of sand and grass on the far side of the channel. Characters getting across the channel some how, and stepping on the other side, have an initial 40% chance of sinking into the muck, where they will (30% chance) become so immersed that they will be lost to the actual opening they fell through. The toads attack at this time. The bottom is only 10' down, but it is so filled with muck that those sinking into it become trapped, unless they have means for getting through this (spells and/or items which would allow *free action(s)* would work here).

Immersion damage is at 10% HtK per turn; at 80% damage a System Shock SR is rolled at -30%, failure equalling drowning. The toads will scavenge any bodies here. Attacks from toads will keep submerged characters from reaching the surface (takes double the time). Reaching the surface at all is a guessing game--allow a 10% chance per turn of doing so--items/powers which bestow luck double this percentage chance.

The water is stagnant and of the river to a degree (50%/50% solution).

There is a 25% chance/turn of noisy adventuring in this area that a garn at one of the aforementioned keys (#G1-3) might come to investigate the disturbance. Read the G encounters, and note garns in Appendix A.

GIANT TOADS (3): AT9, M8", MP5, HtK 20 each, Atk 1, Dm 1-6, SP One toad's bite is poisonous = death.

27. BLACK WATER

There is a large rectangular pool of brackish black water here. You see definite activity under its surface!

A gigantic frog will shoot its tongue out, up to 20' away. When it first sees prey it moves towards the shore to do this; failing this it jumps forth to combat nearby creatures. This frog has been mutated into a meat eater; and its appetite is always keen.

GIGANTIC FROG: AT5, M8"/15" +5" onto this for a jump, MP 8+2, HtK 60, Atk 3, 1-4/2-5/1-10, SP surprise chances x 2, 25% chance of landing on target for an additional 1-8 points of crushing damage, though it could be impaled for double weapon damage during such attacks.

28. ROUND BLACK POOL

You note a round black pool with a face in it!

The face is that of a dead Oowah from the Faix clan. He was recently dragged into this hole by an aquatic red creeper, which lives partially in the pool and partly on land--under it in fact, up to a 5' radius about the pool!

Any being coming into (onto) range of the creeper is attacked; the vines whip up and entangle victims--they are then dragged to the pool to meet a watery death. The creeper feeds upon the body at its leisure.

Though regular red creepers are known for their strengths, this one seems to have outdone its brothers in this regard, for it possesses storm giant strength! In fact, if an eager player inquires about this condition, have him or her note that the creeper has a purple tincture to it, reminiscent of the river's own; and its flowers are more vermilion than red. (The flowers can be consumed and bestow storm giant strength for as many turns as petals eaten--there are 20-80 petals present.) Any priest or druid worth his or her salt will note that this plant is not toxic--but an examination to uncover this fact must be undertaken. Casual observation will not reveal this!

GIANT RED CREEPER: AT6, M1", MP7, HtK 37, Atk 2-12, Dm Vitality drain, leech affect.

29. STRANGE PLANTS IN DEAD END/RIVER AREA

You see four 5' high plants that are reminiscent of vase-like cups. Each is scaly and have hairy bases. The river is beyond these, and there are reeds poking out of the still water there. There is possibly movement of some type--a bird, or perhaps a ground animal, but you're not sure.

These plants are another type of fungi--quite dangerous--called vase thelephores (see Appendix A). As soon as the characters step beyond the initial entry point to this area, or come within 20' of the plant in any case, they shoot their spores at them (q.v.). The foliage to either side of the thelephores is overgrown with vines (Balloon and Cypress Vines--one on either side (E + W), and extending the length indicated--see the **VINES** section of **GM INFORMATION**). If the characters attempt to avoid the thelephores this way they are attacked by the vines; and during the melee there is a chance, depending on the information given and ascertained to/by the respective GM, that the characters wander back into the thelephore's spore range.

VASE THELPHORES (4): AT5, M0", MP2+2, HtK 15 each, Atk 1-10 spores, Dm 1 point/spore, SP 50% damage from blunt weapons, parasitic spores = 1 point of auto. damage/turn.

BALLOON VINE: AT4, M6", MP6+2, HtK 38, Atk 1-4, Dm 2-8, SP 1-4 seeds/rd., piercing up to AT-3.

CYPRESS VINE: AT5, M3", MP7+1, HtK 50, Atk 1, Dm 4-16 electrical jolt.

30. NOISY AREA WITH BLACK BIRDS

The foliage south of the path and to the east side of the river's branch is filled with screeching black birds. There is a bench to the north of the path on this side. A decayed body is on it--and it looks to have been picked apart some time ago.

As you come over the bridge and inspect this area, the birds start flapping their wings and screeching even louder.

If the party numbers three or less, they will be attacked by the birds. If they are comprised of four or more members, the birds fly about them, screeching and making aggressive dives in their directions--aiming for the characters' heads, presumably.

As you watch this spectacle, a bird (a bluer one) flies off to the north.

This is one of the mutated purple birds that are Lamashes' servants. The bird is flying to key **#41** to report the characters proximity. Many of these birds reside in areas north of the river, keeping a watch on movements to and from the area of the doors (**#55**).

If the characters inspect the dead body, they find a pouch containing spices and herbs, and a ruby ring (stolen from Barhest, the other emissary to this place, who is now a servant of Lamash at key #42). The bag has curing herbs (about three mouthfuls of 1-6 points of healing potency per); and the ring is magical, +3 to AT, +2 to poison SRs; and it's worth 5,000 gp--not a trinket by any standard, nor is it a good luck item, for its former owner, Barhest, and the Oowah who stole it, both met untimely ends, so to speak. As mentioned above, Barhest was captured by Lamash; but only after he had been burglarized by On-nuhweh, the once notorious Oowah thief of the Faix tribe (q.v.). On-nuhweh met his end after a slow acting sleep pollen was sprayed on him at key #39 while he was gathering *haliz* (the healing herb in the bag) there. He managed to make it back to the bench where he fell asleep; but in doing so he fell easy prey to the birds, which ate him alive.

BLACK BIRDS (60): AT9, M12", MP1/2, HtK 2 each, Atk 3, Dm 1-2/1-2/1-3, SP Attack in mass, eat flesh.

31. NYX AMBUSH/WORM AREA

You note that there is a bridge ahead of you, perhaps spanning a 30' area. The ground on the other side is open pathway; and the paths immediately before you branch east and northwest. The place seems too quiet.

If the characters haven't noticed the 80' round hole in the ceiling before, read key #26's lead-in description II to them, substituting the stated position for their new coordinates *(i.e., at the northwestern-most part of the hole's circle).*

Those inspecting the path and surrounding foliage note that the bridge seems little used--that is, the wear and tear seems less than that of the other two paths.

There are purple nyx under the bridge; there is a 40% chance that their "pet", a larmput of fantastic size, is also there. If it isn't, roll a D10--this is the turns of movement the larmput is away from the bridge, heading towards it. The worm is controlled by herbs grown near the riverside here. It is fed these, which it craves, and in return for this favor it bestows its "friendship" upon the nyx, and always does their bidding.

The nyx themselves are spread throughout the garden, this group being the most prevalent. Their change from neutral to chaotic (with evil tendencies) has brought out their worst features. Their bodies have mutated to a purple hue, and they are somewhat scale-like. Their visage is glaring. They detest life and are known as one of the Oowah's greatest enemies. Due to their proximity here, all intelligent life which knows of them avoid the use of the bridge--and of course there are some things that the nyx do not mess with, such as the garns, so the bridge isn't untraveled.

If the worm is here, it rises up out of the water just after the nyx begin their charms; and any being held motionless by the nyx magic is consumed alive by the larmput. This creature will not wander onto land; but with it here there isn't a very good chance of the whole party making it across intact. If the nyx are killed, the worm wanders off; but if they flee, they order it to continue the attack, though they make sure that it isn't damaged to the point of death, for the nyx enjoy the security it provides them, and would be sorely remiss at its death (Editor's Note: Awwhh!). If the worm is killed before being encountered at key **#R1**, then it isn't encountered there (and vice-versa).

PURPLE NYX (7): AT8, M6"/12", MP1, HtK 4 each, Atk 1, Dm 2-5 (metallic petal daggers), SP charm humans, 30% MI, 16-19 Appeals.

LARMPUT: Read stats. at key **#R1.**

32. OOWAH ENCAMPMENT (RAGEN)

You note that the area dead ends here. A foliage wall forms all around you. There is the sound of whistling; and then answering hoots. You hear movement behind you in the foliage--and it is at this time that you feel like you've been surrounded!

The Ragen have surrounded the adventureres and will attack; and unlike many of the tribes, these do not believe in taking prisoners. The Ragen are armed with blowguns and a poison which is stronger than most (-1 to SRs), extracted from an oil they travel far to the east to acquire. Sometimes they dispense these armaments, trading "guns for butter" as it were, for they are less concerned with their camp policy, than with providing more and better arms. This has had an adverse affect on their food supplies,

and many of the elders of the tribe have died due to severe shortages. The leaders of the Ragen--a swaggering bloated old fool with a red leaf bandanna, and a skinny Oowah "lady" painted with the gaudiest pigments--seem not to care about their tribe's plight, though they (and their hand picked cronies) eat well enough.

The Ragen have spies of dubious quality in many of the other Oowah camps. They are the northern-most tribe. For more information about the Oowahs, read the second from the last entry in Appendex A; and also read key #10.

33. OOWAH ENCAMPMENT (REDEAS)

The dead trees to the east across the bridge are strung with thick ropes--a hemp, perhaps--wound to form a squarish roped area approximately 40' in circumference, extending east and north. Hanging from these are hide and plant skin sections, obviously held together in some manner, though effectively so. Inside this odd formation are living structures made from wood--and you see Oowahs standing about them. They are obviously interested in your arrival here, for the younger Oowahs are sent into the tents and the older ones--both male and female--grab weapons and walk to the entrance of the 6' high leather wall--a red-hued tarp about 5' high and 3' wide.

This is probably the most peaceful of Oowah tribes; and it is the only one which doesn't use ints (note Appendix A). They will not attack unless attacked; and they invite the adventurers into their camp. They will not assist otherwise, though they will give the party directions to the nyx bridge (#31) if they have not discovered this yet. They know of the doors (#55), the "hole above" where the "screaming gods" (the garns) come from, and of the nyx who guard the bridge across the river of the demon. They also know of Lamash (actually, his form--"a 60' green giant with 20 arms"), but not his name. They tell the characters that he lives everywhere, and that his "roots touch all"; they also warn them of the purple birds saying, "Do not kill them, for this risks the green one's rage."

For more information about Oowahs read the second to last entry in Appendix A.

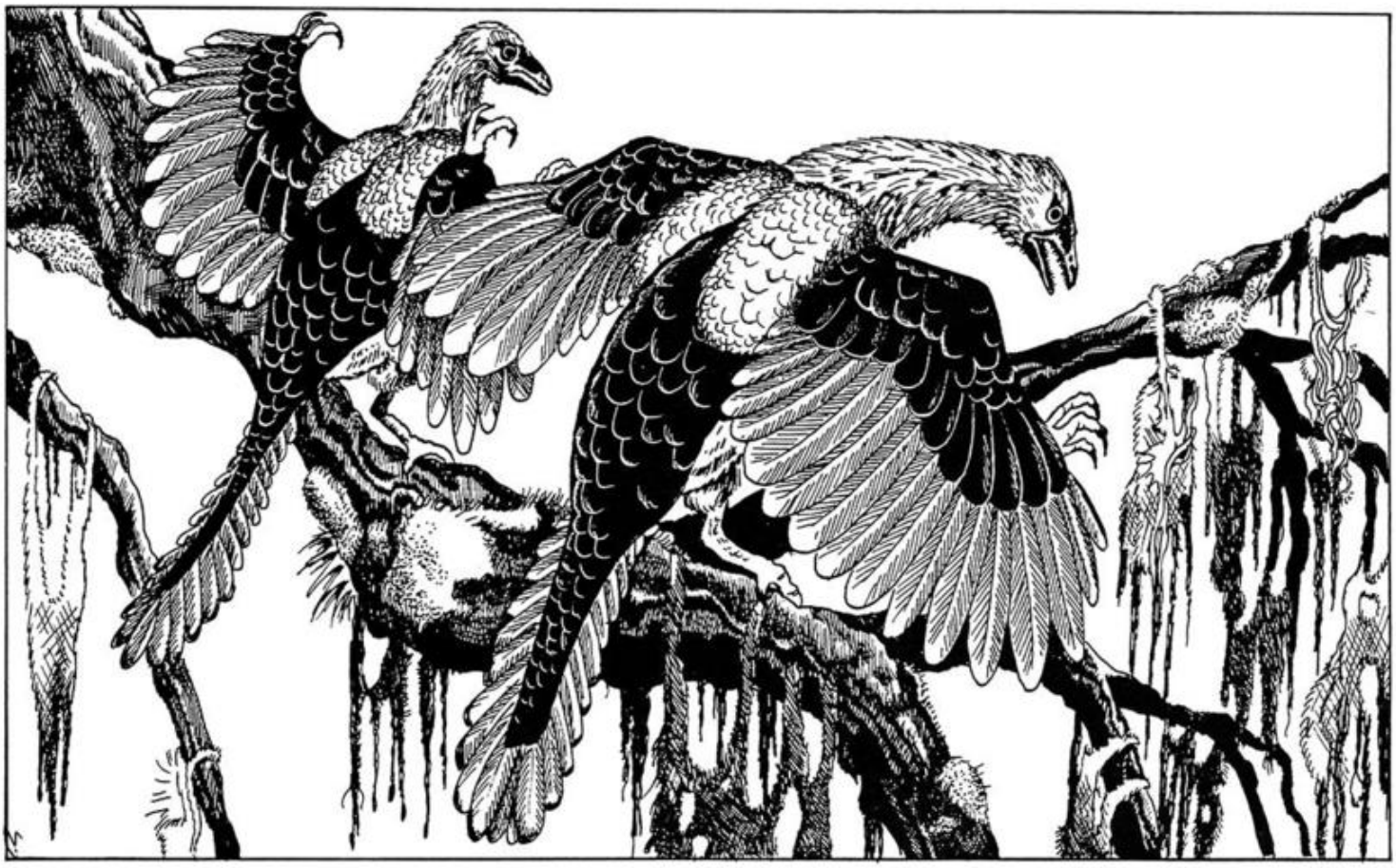
34. TWO LARGE BIRDS IN A TREE

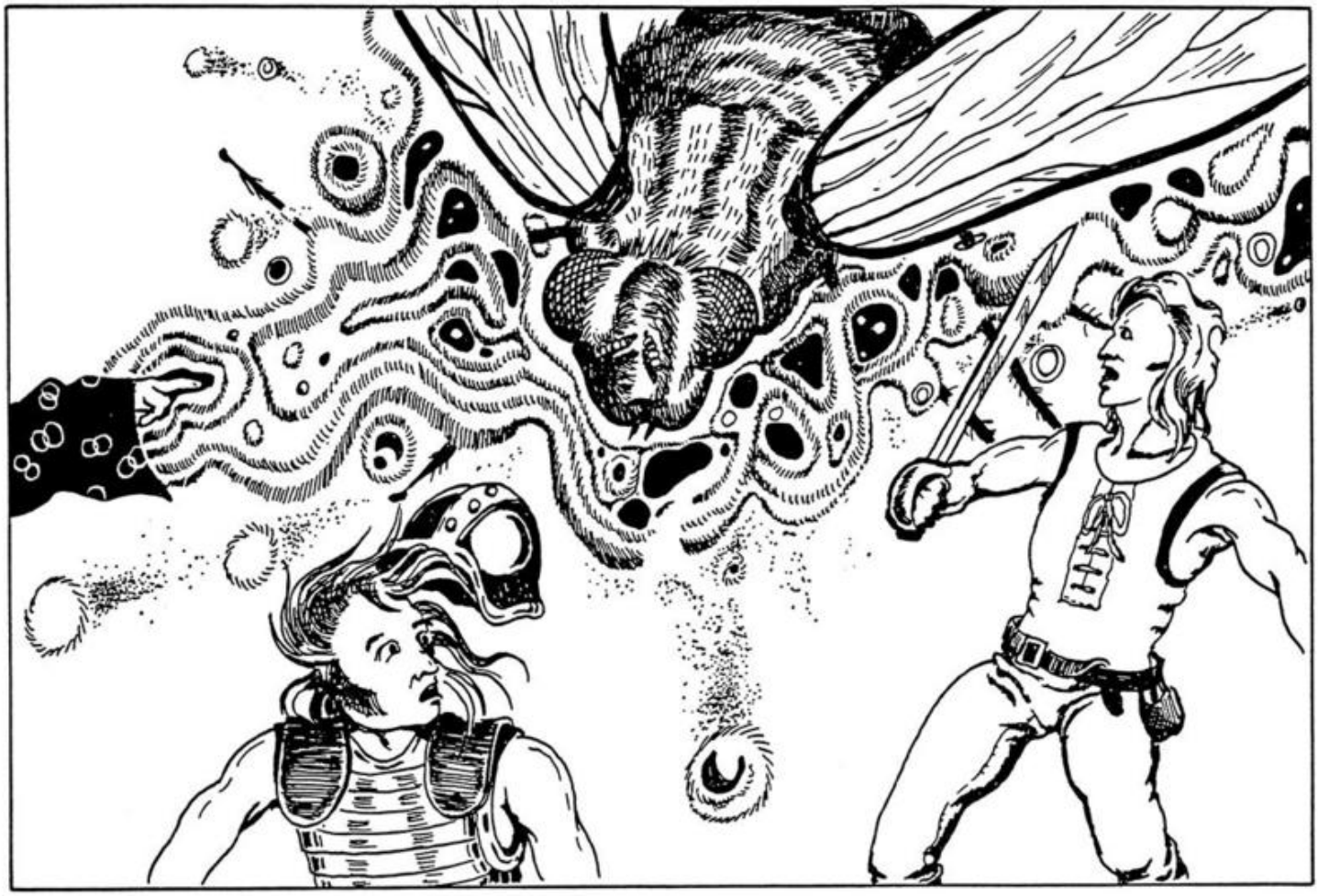
As you pass here you note two strange birds; one has just flown to a branch where another perches. It has something shiny and red in its beak, but there is no way you can ascertain what it is at this distance.

The archeopteryx has just found a metallic scroll painted with red pigments: It has 4 2nd to 5th order mage spells on it. If the characters approach and intentionally scare the bird, it drops the scroll; but if they ignore it for more than 3 full turns, or leave and return after that time period, the bird shreds the scroll with its saw-tooth beak, destroying it.

The birds attempt to flee from humans, but if caught or attacked, they fight very effectively.

ARCHEOPTERYX (2): AT6, M6"/18", MP 2+1, HtK 10, 11 Atk 3, Dm 1-3/1-3/1-6.





35. TALL GRASS WITH WAVY FEATURES

As you approach this area you see a strange sight: The tall grass before you waves, like an ocean; and after a minute of this you hear buzzing--flies coming to land in this field. As they do so the grass seems to "relax," if this were possible. But as the flies crawl about the grass area, the long strands begin to stroke them--more specifically, they stroke their wings in tender fashion; and the flies do not seem to mind the attention. After 5 minutes of this association, the flies depart and the grass begins (their?) wave-like motions again.

This is a *symbiosis,* so to speak: The grass lives off a pollen that collects on the flies' wings; and if the pollen stays there too long, their wings begin to rot. So when their wings are pretty full, they land and allow the grass to clean them. They then fly away to do things that flies do.

The flies might sense the parties' proximity, especially if any have eaten anything in the past hour (GM choice). They then attack the character(s) who ate anything.

The grass will not molest the characters unless they step directly upon it; it then attempts to hold the trespasser still--but it is weak, so any character with a 10 strength or more may break free of this grip. Those who cannot free themselves can elect to slash the stuff--this frees them, but the grass emits a psychic scream, which attracts the flies and one other wandering encounter.

BLACK FLIES (14): AT6, M6"/18", MP1, HtK 5 each, Atk 1, Dm 1-10, SP bite causes blindness.

GRASS: AT9, M0", MP Automatic hit, HtK neg., Atk Holds, Dm Nil, SP If being cannot break free, starvation could occur.

WANDERING ENCOUNTER: Roll for; no *RIVER.*

36. EVIL PIXIES

GM NOTE: Unless the characters have pre-arranged a system of detecting small traps as the one listed hereafter, there is no possible way that it isn't effective (affects the party). Once sprung, the pixies wait to the party's rear to ambush those retreating. Note that pixies pick off stragglers first, then those retreating.

As you reach this dead end area logs come down to your front and behind you. They shatter as they hit the path, sending out a stream of dust which is boiling and breaking up, crawling towards you and enveloping you in its mass.

The dust is alive, a mutation of bees which have been shrunk beyond recognition. Collectively they sting their prey; and this feels like a prickling sensation, over and over. Their attack mode is less physical in that sense; for the bees cannot harm with their stingers, but their poison, which is injected into the body when the bees enter through the orifices, has a congestive affect upon the recipient(s). Mucous forms at 8 times the normal rate; and its production doesn't subside. There are several side effects: Shorter breath, which causes giddiness--this equates to -1 to hit/react/movement; in the later stages (30 minutes+) the mucous flows into the lungs, causing the victim to choke for 1-20 points of

internal damage per 4 turns this condition persists; and during this time period there is a 20% chance per turn that the mucous is so overwhelming that unconsciousness results--and death by "drowning" occurs 2-6 turns later.

The bee-masses enter orifices on D20 rolls of 15 or better--this try is permitted as long as beings remain in the mass.

The pixies use phantasms to disguise the actual path; and while characters are confused and/or attempting to reorient themselves and find their bearings, these little creatures try to charm them. First duties for prisoners include finding more hollow logs to set as bee traps! They are then posted as guards, and are recharmed every day!

PIXIES: (6): AT6, M6"/12", MP1, HtK 4 each, Atk 1, Dm 1-3, SP darts/arrows, phantasms, touch = fear or confusion, -3 to hit (shadowy invisibility), change form, dispel good and/or magic (25/75).

BEE MASS: AT Easily hit (so what!), M12", MP Special to hit (see above), HtK about 100-200 points, Atk Special, DM Special, SP Many area affect spells will devastate this mass!

37. AN ORCHARD

You see sumptuous trees before you, forming what appears to be a well tended orchard. There is no one in sight at this time, but whomever tends the place can't be far away for they left their box of tools next to an apple tree, right along side a wicker-type basket filled with apples--and one apple seems to have had a bite taken out of it.

Unless the characters arrived here hidden in some manner, what they see stands, and the following circumstances occur in order. There are several evil trees now hidden to the east of the grove, quite still and undetectable. They were warned of the character's advance to this place (unless the party was hidden, then read below), and they have set out the usual trap that they set for Oowahs. The basket is filled with apples--poisonous ones; and worse yet, a large clapodee (see Appendix A and note below) is in a hole in the ground beneath the basket; and it will attack all those reaching for an apple. All of the trees have poisonous fruit, and these cause death or internal damage (see River of Lamash Effects in the GM INFORMATION section) if consumed by humans. One apple tree is of a good heart; but it is kept a prisoner here, and its thoughts are tortured and confused by the other mutated trees, so it has only a 10% chance of wiggling its branches--this causes its acid-base apples to fall to the ground where they sizzle the grass beneath it. The tree feels that this might serve as a warning to the party.

The evil trees wait for the characters to eat the apples, or to be attacked by the clapodee--they then attack. Prisoners are fed apples until they die.

The trespers have destroyed a large majority of this grove (this used to stretch to the river), but their other duties keep them busy as well.

CLAPODEE: AT2/4/7, M6"/12", MP7, HtK 42, Atk 1, Dm 2-16, SP 20% chance of crushing grounded opponents (12" speed or less) for 1-12 points additional damage.

EVIL TREES (5): AT7, M12", MP 5+3, HtK 26 each, Atk 2, Dm 1-10 per arm-limb, SP fire does double damage.

38. BRICKS WITH SPIKES!

Yet another form of strange garden creature confronts you--and this seems basically harmless, but weird none-the-less. These things are best described as 1' high by 1' wide by 2' long bricks with spikes. They are massed together near the dead trees here; and as you stand there they screech, silently but noticeably so.

These creatures are deaglu. They inhabit cave-like areas--including dead, hollow trees, which this section of woods just happens to consist of. The deaglu have screeched to alert their brothers that prey (the party) is near at hand (spike). The creatures infest the trees all the way back to the entry way to this area, and all the surrounding dead wood up to and including key #38a, where various treasures are at.

Characters must retreat from this area quickly if they are to avoid the deaglu attack. The deaglu move slowly, but due to their numbers--roughly 300 exist in this particular area--they can attack with some regularity. The characters will note--much to their dismay, no doubt--that the dead trees have fallen onto each other, and that some of these support others across the pathway; and these tree arrangements make for excellent vantage points from where the deaglu attempt to drop on creatures passing below.

If a fast-thinking character inquires, tell him or her that they see these things scuttling ahead, to their sides, and behind them--up above and on the branches, using these like some *outre'* expressway! Characters specifically noting that they avoid these "drop attacks" as best as possible gain +1 to AT, and may attack/attempt to impale before any **single** deaglu can possibly hit. Deaglu drop in bundles of 1-3, breaking apart after initial impact to choose targets. Some have learned to drop ahead of fleeing opponents; and others will lay in the dirt, flattening themselves out, and then surprising passing creatures.

DEAGLU (300): AT4, M3", MP1 (5), HtK 3 each, Atk 1-4, Dm 1-3 per quill, SP quills are poisonous (paralyzation)--read Appendix A for more information.

38a. DEAGLU TREASURE TROVE

You note a hollow log brimming over with various objects.

If the deaglu are still in these woods, read #38 to the characters. As noted there, these things will begin drop-attacks; and there are about 300 of the little beasts present!

This is not a real treasure trove, for the deaglu didn't store these items here out of greed, avarice, or "rainy day" type attitude; it was just a place to put things they had no use for. Their collectiveness, perhaps, has an organizational quality to it; or perhaps traces of intelligence are starting to manifest with the things, perhaps due to the river's mutational influences. Whatever the case, the following items are present.

* 3 Oowah blow guns
* 3 poisonous darts (weak = +4 to SRs)
* 6 Oowah shields
* A suit of kunet armor (bark armor without juices cannot be donned because it is not malleable enough to slip into); no kunet root bulbs (which contain the juices which softens the bark) are present here. GMs must ascertain availability of these. The armor is equivalent to leather in weight but bestows AT 4.
* A bag of healing herbs (10 large handfuls worth 2-12 points of curing each).
* A bag of dried mushrooms (eating these bestows ESP, 120' range for as many turns as the character has Intelligence + Wisdom points. There are two handfuls of mushrooms (halve ranges if these are consumed in fourths; and they are useless if divided further).

39. FLOWER FIELDS WITH THICK ROOTS

You note a field of flowers extending to the east and north; and among these are thick roots, which break the ground at many places.

This field is filled with healing flowers whose vapors are soothing to Lamash, otherwise he would have destroyed these some time ago. In fact, Lamashes' roots are apparent here, and can be seen massing near the highest concentration of these flowers.

"LAMASH"

If the characters view the roots, they seem to quiver ever so often, as if their very nerves were reacting to some stimuli. If the characters attack these, they withdraw into the ground and are thereafter inaccessible; and this matters little anyway, for Lamash has ascertained the party's presence at this stage and is waiting for them at his grove (see Appendix B, **LAMASH THE WOOD DEMON; and also note** the keys (**#41 and #41a**) that follow that there).

FLOWERS: ROLL FOR HEALING POTENCY **10 TIMES**--THIS IS THE AMOUNT OF POINTS (IN VARIOUS PORTIONS, AS INGESTED) WHICH ARE AVAILABLE HERE. NOTE THE **FLOWER** SECTION IN **GM INFORMATION.**

40. PATH BRANCHES NORTHEAST AND SOUTH

You note that the path here branches northeast and south.

The woods along these two paths are filled with giant hornet nests. All are nests inset back into the foliage and camouflaged; but if the party wanders off the path between here and key #42, they will be attacked by 1-4 of these insects. The hornets' numbers grow by 1-4 for 6 turns, until 20 are present, and/or the time period is expended. The hornets continue to attack without fear; and their agitation will alert Barhest and the renegade Oowahs at key #42, whom are in contact with their hornet steeds there.

HORNETS (up to 20): AT3/5, M24", MP 5+2, HtK 27 each, Atk 1, Dm 2-5, SP Poisonous sting induces sleep/paralysis at variable rates (see **PREGENERATED ENCOUNTERS--FLYERS**).

41. RUINS: PLANTMASTER'S FORMER RESIDENCE

You see vine and moss covered blocks before you, obviously the remains of a large one-story structure stretching north and heading east. The blocks seem pulverized, as if a large creature smashed them with massive hands, or some instrument of the gods were brought to bear against the very stone, rending it horribly, to the point where no form of reconstruction would be possible. It is obvious that the stones have not deteriorated due to age--and this sends a shiver up your spines, and causes you to cast worried looks about this strange place.

If the characters proceed past this place, read the following:

You pass the rocks easily; and the vines seem of the harmless variety. Upon proceeding past a ramshackle place strewn with all sorts of paraphernalia, you reach the conclusion--approximately 50' east by northeast--that this place was once a residence for some human character, perhaps the man who spoke in the vision! A wrecked bed is detected, with a moldy down mattress next to this. Other items of interest are: Pottery, cooking utensils, chests with clothes, and other personal possessions--all wrecked and/or useless in some manner.

The only ways out of the place is through the opening in the wall to the east and then on into a grove of black trees, or, you may proceed into the foliage proper at reduced movement rates.

If they proceed through the grove, read the following: *You move amongst many tall, black trees which have roots winding around them. In fact, some of these roots send out tendril feelers, like slender runners. The tendrils "feel" the entire grove area; and you are certain that if you attempt to pass through the grove you'll be touched by these roots, with unknown results.*

Characters can pass through here safely if they crawl, for the tendrils feel about 18" off the ground, though their gyrating motions might at first tend to suggest the opposite of this.

The tendrils are connected directly to Lamash; and once feeling a being these lash out to constrict them. The tendrils have ogre strength, and are not easily broken (requiring 12 HtK each); a 5' wide path 40' deep is cleared by breaking 20 of these things, making it safe for those forming a single column to proceed (SE presumably). Lamash is aware if the tendrils are defeated, and he will attempt to **1**) head the characters off before they rescue the Plantmaster (40% chance), or **2**) he will let them rescue the mage while depleting themselves (with the tooth vines that guard the Plantmaster (q.v.), and then follow them to the doors (#55), where he assumes they'll head to escape (read Appendix B for **Lamash**).

41 A. NOTE APPENDIX B. "LAMASH . . ."

41 B. GLADE SURROUNDED BY VINE-TREES

You note that the ruins end to the east and that a thick grove of vine-like trees start there. These vine-trees are ghastly looking: Serrate leaves wind about prehensile vines with tooth-cup endings. As you view these, they seem aware of a presence; and the vine stalks casually turn in your directions. One of the cups open and a feeler--a tiny tendril--flails the air about it; and then it returns to the cup.

The glade beyond the vine-trees is where the Plantmaster is held prisoner. The characters must defeat the vine-tree guardians before they can gain entrance to the glade, for this monster's ability is to negate magical effects (except through tiny patches, see below); so all magical attempts to ascertain the grove's inner contents, magical attacks lodged against the vines, etc. do not function. This seems to be a fighter's job.

VINE-TREES (Mass): AT3, M3", MP 8, HtK 90, Atk 3/20' wide area (the vine mass is only 6' deep), Dm 1-12/bite, SP 10% chance/turn of using magic to affect space through exposed area, but not the plant itself, since it resists magical influences.

Once the attack against this commences, the Plantmaster will be aware of the party. He cries out, and those characters hearing him realize that it is the voice of heard with the vision.

Upon gaining the other side, show the characters the illustration: The Plantmaster is holed up in a disgusting area, where he must have lived for some time. Amongst the filth is a pool filled with river water. A wooden bucket is next to this.

Though the Plantmaster is obviously mutated, he has retained an inkling of sanity. He offers no explanation beyond "It is all dangerous now! We must escape. No questions! No questions! Not yet; but soon. Follow me." The Plantmaster then leads the party to key **#55** to escape and reseal the doors.

If Lamash has elected to follow the adventurers to the doors to attempt to escape when they do, he does nothing when the vine-trees are killed and when the Plantmaster flees with the party's assistance. If however, he perceives his chances are better trying to eliminate the characters and prolonging the Plantmaster's internment with the imagined hope that he'll eventually break and reveal the opening words for the doors, then he will attack with his *drones* and key **#42's** forces, if these still exist.

PLANTMASTER: AT10, M9" (must rest twice normal amounts), MP Level 12 Mage, HtK 22, Atk/Dm 0 (unarmed), SP spells, but all are used; could use scroll spells. Natural ability to *repel plants* (gains at 2 MP Levels/day up to 24) will regenerate upon escaping the glade. Turns plants as undead are turned by priests. His books and other Mage equipment have long been destroyed or lost.

42. ONE-STORY STRUCTURE WITH BUZZING NOISE

You note a stone structure. Buzzing noises are emanating from several artificial holes in its sides.

Barhest leads the ambush group here. He was the second of two emissaries sent to deal with the Plantmaster some time back. His part in the affair was simple--if the Plantmaster refused submission to the new lords who demanded his presence, Barhest was to kill him and report back. It was arranged that a relative of one of the Lords who still favored the Plantmaster's peaceful existence should accompany Barhest. In this way, if Barhest killed the Plantmaster, that Lord would be put out explaining Fargan's (q.v.) complicity in the matter--and thus any repercussions caused by the assassination would be quashed.

Barhest and his troop will attack when the characters show themselves; they are mounted on their steeds (hornets) inside the holes, or on the opposite side of the building. If Barhest perceives that he'll lose the ensuing combat, he will retreat to Lamashes' glade, where there is a 50% chance that the demon will kill him for his cowardice.

BARHEST: AT6, M12" (18" mounted), MP: Level 7 Assassin, HtK 28, Atk 1, Dm 1-8, SP Surprise back-stab, thief abilities, assassination attempt, **+1** magical sword, potion of **Human Influence** (10 MP levels potency).

OOWAH RENEGADES (3): AT7, M12" (18" mounted), MP: Level 5 Fighters with tracking abilities 1/2 Fr (Fighter-Rangers), HtK 27, 29, 33, Atk 1-6 for axes, 1-12 for lance (mounted).

HORNET STEEDS (4): AT3/5, M24" (18" with human mount), MP 5+2, Atk 1, Dm 2-5, SP sting = sleep/paralysis (see **PREGENERATED ENCOUNTERS--FLYERS**).

43. LARGE SHADOW ABOVE

You note a large flying shadowy figure diving towards you; there is a long harsh screech as a giant black eagle attacks.

The screech is emitted by the other eagle--a mate--above, which is just beginning its dive/attack. These creatures (like others of the garden) are voracious meat-eaters and attack anything that moves--usually. These *particular* eagles (note **PREGENERATED ENCOUNTERS--FLYERS** for regular *Black Eagles*) have a mutation, which allow them to sustain damage at decreasing rates (1st hit= regular damage/weapon type, 2nd hit to 5th hit= -3 points/weapon type (1 minimum), 6th to 8th hit= -6 points/weapon type (1 minimum); all hits beyond this are at -1 until the expiration of a 24 hour period (or expiration of the eagle). This mutation is somewhat regenerative, somewhat defensive in nature.

BLACK EAGLES: (2): AT6, M 3"/48", MP6, HtK 33, Atk 3, Dm 1-8/1-8/3-12, SP +1 to +6 (D6 roll) to attack when diving (and 20% chance of lifting target skyward) 1 in D20 chance of being surprised outside lair.

44. OOWAH ENCAMPMENT (WANDERING FAIX)

There are several Oowahs camped around a solitary leather-like tent here. When they see you they wave in a friendly manner, inviting you into the campsite.

These Oowahs are cannibals. Their shaman is in the tent; and at the party's approach, he darts out and throws a sleeping potion at them--a smoking mass bubbling over in half a seed pod. This lands and bursts, emitting smoke in a 20' radius area in 1-10 segments. The Oowahs are immune to the smoke, for they daily ingest seeds from the plant which provides the components for the potion. Many creatures have sucumbed to this trickery; and Oowah hunting party deaths which were blamed on the Nyx at #31 by many of the tribes, can be attributed to this group.

Characters must save vs. posion or fall into a deep slumber; they are fed upon while in this state.

OOWAH CANNIBALS: (12): AT6, M12", MP 1+1, HtK 6 each, Atk 1, Dm 1-6 (spears).

OOWAH SHAMAN: AT10, M12", MP: Level 5 Preist (without spells), HtK 25, Atk 1, Dm 1-6 (club), SP sleep bombs (3).

45. POOL AREA WITH VEGETABLE PATCH

You note a large oblong pool with a vegetable patch near it. The vegetables look scrumptious, just like something that you'd want to eat.

In fact some of these vegetables are nutritious, and there is a lesser chance that the river mutations will be garnered through their consumption.

There is a 25% chance that while the characters are here that the Oowahs at key #44 will arrive in order to collect vegetables to compliment their main courses (human flesh). They attempt to dupe the characters into an ambush situation at the camp, sleep them with the drugs (*sleep bombs,* q.v.) there, and then eat them. There is also a 25% chance that a wandering encounter will occur here if the characters linger too long--that is **above and beyond** normal encounter chances.

46. GIANT WORM IN TREE

You see a worm wrapped about a tree here. It seems unconcerned with you and continues eating from a sticky substance flowing from a score in the tree's trunk.

This is an illusion generated by an invisible, mutated worm which is at this time spinning thin and almost invisible, but sturdy, webs between the two sides of the path behind the characters. Once they are trapped the worm attacks at its leisure. The web is steel-tough, and requires giant strength to allow damage to it through the use of weapons. The webs stop normal movement through them; and these are spread throughout the foliage surrounding this encounter area.

The worm's illusory capabilities are somewhat limited; but it is developing a second brain (of sorts) which has pre-neophyte psionic powers (like a mage with pre-cantrip-like spells). And as with the several mutated forms of fungi present, this creature is learning, slowly yet steadily.

GIANT WORM: AT4, M10", MP14, HtK 90, Atk 1, Dm 1-30, SP swallows, illusions (twice daily, as noted above, for 2 turn durations), sting is poisonous (causes 1-10 dehydration points of damage).

47. OOWAH ENCAMPMENT (CONEAS)

This appears as a tiny encampment maybe 20 yards in radius; there are several Oowahs engaged in mending armor and burying things.

The main village is nearer to the bend in the river, south of here. This encampment represents the post, a burial site and repair center--and a pre-warning station. Approximately 25 Oowahs are present here; and 55 are back at the main camp. The duties of this particular camp depend upon the number of deaths or woundings that take place during a given week. If there are more, more armor and weapon repair work, and burials of dead Oowahs, take place here; and the majority of the 25 full camp members are present during those times. If the work load is light, approximately 50% of the members are regulated to scouting, gathering duties; and the remainder repair and bury, and/or maintain a watch.

The main camp inhabitants are, on the whole, more youthful than the post-camp's. This division is obvious to the Oowah leader (and silently recognized by the tribe as a whole): "The young," as the saying goes, "must die last, so that the tribe can continue

prosperously." This is not to say that the young adults and middle-aged of the tribe sit back while the elders wither away performing the duties; but there is a balance being struck here--young regulate the old one's duties so that they are near danger all the time, but still accomplishing something. This tribal principal has a lot to do with the numbers theory (as far as the tribe members can reckon), in that if an Oowah gathers, he is helpful, but if an Oowah attempts to gather for the tribe and in the process is killed, that this is bad--and worse if the one killed was young, for many gathering days are lost. If he were older it is better, for not *as many* future gathering days are lost to the tribe.

This tribe is relatively peaceful unless provoked; and for more information about the Oowahs, read the second to last entry in Appendix A. Also read the various encounters involving Oowahs to get a better working idea about them.

48. OOWAH ENCAMPMENT (QUEAS)

You see a medium-sized Oowah encampment near the river. Several Oowahs are at this time moving towards the river's edge with a large net. Other tribespeople-including young ones--rush to see the obvious spectacle which is to take place. The village sentinels must have noted your approach up the path, for they are positioned before the entrance to the place--a clump of bushes stacked with logs.

If the characters have had bad run-ins with other Oowahs, the news of this has reached this village; and the villagers are moving off to lure the snapping turtle to them, in the hope that this will scare the adventurers away. They net a giant fish which hides under the river bank: The fishes' thrashing about and screams attract the turtle. The Oowahs are not worried about driving the turtle off, for another group of them will cross the river (through a tree/branch system there) at key #R2 when the turtle is at the village. The turtle's hatchlings will be prodded with sticks; and their screams of distress will recall the snapping turtle. A signal (a horn blown thrice) will inform **that** group when to begin prodding the hatchlings (when the camp is safe from intruders).

If the adventurers have been in neutral or good form while treating with other Oowah encampments, then this tribe will net the fish for a banquet for their guests (though the Oowahs will not be insulted if the characters decline the repast due to the toxins in the fish).

For further details about Oowahs, their statistics, etc., refer to the second to last entry in Appendix A.

49. LARGE GAP IN THE FOLIAGE--SOUTH

There is a 6' high by 3' wide gap in the foliage to the south; and you note a path worn into the ground here, obviously created by someone, or something which passes through this area quite frequently.

A larger than normal bombardier beetle lies in wait here. It rushes out at passing creatures, but will not travel too far afield in search of prey. It has no treasure.

BOMBARDIER BEETLE: AT5, M10", MP5, HtK 29, Atk 1, Dm 1-10, SP acidic gas cloud for 1-4 points; initial burst has a 25% chance of stunning opponents.

50. TREE CLUMPS

This dead end area is filled with clumps of vegetation hanging from trees. The clumps appear round, reminiscent of squirrel's nests, but larger. A hole near each of the clump's bottoms might be an entrance point for some type of creature.

Giant bats reside here. These creatures are *nocturnal,* preferring above all other times to do their hunting at nighttime. During the day they doze in a paralytic kind of stasis. If one of the bush clumps is wiggled, a bat falls to the ground where it can easily be dispatched. During the "nighttime," however, these things attack without fear to life or wing; and they are particularly well suited for attacking slow moving or less dextrous opponents (see below), since their speed is great.

GIANT BATS (10): AT9, M 3"/24", MP 2+2, HtK 14 each, Atk 1, Dm 1-16, SP -3 to hit if the attacker is below 13 Agility.

51. FLOWERY AREA WITH BRIGHT GREEN SHRUBBERY

The party is astounded to note that this area is green beyond normal pigments, and that the flowers grow here as if they had been planted in the richest soil. The shrubbery is particularly green--almost phosphorescent!

The shrubbery is laced with a *sleep/delusion pollen* placed on these by the conniving sprites nearby. The flowers, if smelled, impart *sleep/delusion.* Anyone stepping into the shrubbery **disappears** (they have been made **invisible** by the sprites in the hope that the remaining adventurers become dismayed and then depart). Anyone falling asleep has a 50% chance of pitching forward into the foliage--and thus disappearing; and nearby (invisible) sprites will attempt to drag the sleeping bodies away from anyone searching for these--so it will appear, given the right circumstances, that the bodies disintegrated or were teleported, etc. Delusioned characters start seeing strange things dancing upon the leaves (toads with wings, tiny humans with antlers, etc.)--and these are the actual sprites appearing to the character part of the time (and in their regalia/makeup), and at other times these are true delusions. Delusioned characters must make SRs vs. confusion after viewing these scenes for more than two full turns: Failure means that the affected character flees in a random direction; and fleeing into the foliage brings about the same disappearing act as aforementioned.

The sprites are malicious otherwise. Characters abandoned to them will die a slow death--they are routed through many circular paths 3' tall, crawling or crouching while scrambling about, trying to find a respite from the chase, the snickering, and the laughter, which they assume to be their own delusion, or (even worse) a nightmarish reality! There is only a 20% chance (roll D%) that the sprites will actually allow a trapped human to leave their woods alive.

SPRITES (6): AT5, M9"/18", MP2, HtK 12 each, Atk 1, Dm 1-6, SP 75% camouflage, invisibility = -3 to -5 (randomly determined by lighting, noise made, times seen before, ascertainable location, and sheer luck) to hit.

52. LARGE AREA WITH DIRT PILE

Centered in this otherwise obscure area is a large pile of dirt and dung. As you draw closer a sound--like digging-- is heard; and the ground groans and buckles outwards as a large bug breaks out of a newly wrought tunnel just feet from you!

This is the lair of two stag beetles. One of the beetles has just sensed the party's approach--vibrations made by their footsteps--and has moved to attack.

Two to four (1/2 D6) rounds after the first beetle appears the second will come forth from the same hole, unless it is blocked, in which case it digs out another tunnel. As with other garden inhabitants, these beetle's appetites are keen, as the available food is not always present for consumption. This fact is reflected in the way they attack: Aggressively moving forward, savage as they near the point of the kill. Blood incites them, and their mandibles start working faster when this is spilled, or when they taste it.

The beetle lair is about 10' below ground. In it are the skeletal remains of a Oowah which one of the beetles caught during its *larval* stage. Next to it is a roll of material--a cotton fabric. This is

actually a *sheet of holding* which can be folded and tied to be kept securely closed. It can hold either one object 5' x 2' x 3', or 3,500 gp weight of material (as long as the dimensions are right). Thus a human could roll into a ball and be carried in this manner.

STAG BEETLES (2): AT2, M6" (and fly/leap), MP 6+6, HtK 45 each, Atk 3, Dm 4-16/1-12/1-12.

53. HIDDEN VINE, ABOVE

A canary nasturtium vine drops on unsuspecting characters in this dead end area. The plant cuts all those in its range (10' from center of its drop point); and thereafter it continues its attack, lashing out at any bystander. There is a 50% chance that the vine drops behind the party, thus making their only possibility of quick disengagement through the foliage. Characters note that they will move less than the vine can crawl under these circumstances.

CANARY NASTURTIUM: AT-1, M3", MP 5+3, HtK 35, Atk 1, Dm 2-20, SP casual touching causes 1 point of damage--see the **VINES** section of **GM INFORMATION.**

54. BIRDS ABOVE

As you enter this area you note that a number of cardinals have been gathering above, and that they move (hop/fly) along the foliage above, following you in this fashion.

The birds are waiting to scavenge something. They will attack parties of two or less; but these particular birds are not numerous--and they realize that fact and will retreat to cut losses rather than fight to the end.

BIRDS--CARDINALS (30): AT9, M12", MP1/2, HtK 1 or 2, Atk 3, Dm 1-2/1-2/1-3, SP Birds attack human-kind.

55. THE TWIN DOORS

You see two double doors--wooden made and iron bound, and appearing quite sturdy. Various plants and mosses have grown upon these, and dirt is piled near their base. There are bloodstains and scratches upon each door's surface, but these appear old.

These are the doors out of this place--the aperture by which the Plantmaster must escape. Lamash knows that these doors must be opened in order for the adventurers to escape, so if he is following the party he will wait for his opportunity to exit as the doors are opened. There are several things that could happen at that time depending upon the situation.

I. If the party is strong enough to hold off the demon's assault as the Plantmaster regains his spells (some are divinely given, considering his class (i.e., to be released in an upcoming book on *Mages,* but he is a forest mage of some caliber, and thus, like druids, he is in touch with nature gods) the Plantmaster throws up a wall of stone to block the demon; he then waves the adventurers aside and speaks a closing word. The valves slam shut and that is that.

Note that the demon cannot utilize its natural abilities to teleport until it crosses the door's threshold--this frees it to use its powers without interference from the Plantmaster's original guards and wards which have negated these until this point. Even then, Lamashes' ego might not allow him to think of merely fleeing--he might in fact attempt to kill everything in sight, but this is left up to the separate GMs to decide for or against, since situations will no doubt differ in case to case.

II. If the party is weak and is driven from the doorway, the Plantmaster will sacrifice himself, calling upon divine intervention from Tuu-Nep: "All for nothing Great Tuu-Nep! Strike my enemy down so that all might live as I intended!" A bolt of green lightning shoots up from the ground and envelopes both contestants, disintegrating them; the doors slam shut with a clang--and that is that.

III. (Ugly Alternative): Lamash could conceivably make good with his plan by killing his enemies and escaping. His original plan, which the Plantmaster had not given into, was to utilize the "return" fall outside the city to populate a place "greener and less blasted" (the latter reference is to the existing desert conditions which would make it hard for his "progeny" to grow in). That place is (of course!) the world the characters came from! Lamash will organize the assault against that (particular) world, attempting to pollute the fall there by rerouting the river to it, which will be easily accomplished, now, due to Tuu-Nep's disinterest with the whole matter (he has been, in a word, "bested," and will raise no further hand against the demon). Watch out world!

GM NOTE: There is a chance that no matter what befalls the Plantmaster that he told the characters about the falls (about two miles outside the deserted city and in an area strikingly similar in physical aspect to the cave area they entered in the beginning of this adventure) ***back*** to their world. If he had time to regroup outside the doors, that chance is 80%--if not, it's only 40%. The characters might find it anyway since it is the only water able to be traced for miles, and thus many surviving animals live near this place (i.e., this could be a sign to a vigilant druid or ranger that water exists).

56. GRASSY AREA WITH STRANGE BUSHES

You see many oddly shaped bushes growing here. They appear to have several spikes near their ***crowns.***

These are jelly tooth fungi, not bushes, although they are the least strangest, and least fungus-like plants thriving in the garden. The jelly teeth will attempt to strike those coming in range of them. A clear gel oozes from their crowns, immobilizing the victim.

JELLY TOOTH (8): AT5, M1" (used in attack), MP2, HtK 12 each, Atk 1, Dm 2-8, SP gel immersion (see Appendix A).

57. WASP NEST

A perceptible buzzing sound is heard as you enter this area; and then you note a giant wasp land by a viscous black object!

There is a wasp nest in the foliage above. The viscous jelly is ooze from the ground--a combination detritus-river water-dirt, which the wasps use for their nests (like mud, but it doubles as nutriment for the young, also). The wasps will react to the characters entry to their area with great ferocity and speed. In 2-5 rounds after their arrival they are beset: Three giant wasps attack from above, swooping down to sting and winging back up, but never landing. After a while, all of the wasps will appear (in about 1-4 rounds after the party arrived here, unless they retreat). If the party retreats from the area, the wasps cease attacking.

GIANT WASPS (7): AT5, M8"/20", MP5, HtK 20 each, Atk 2, Dm 1-8/1-6, SP Paralyzation/sleep (see **Hornet, Giant**).

58. SLIME PATH OFF TO THE NORTHEAST

A path of slime leads off to the northeast--a small trail of the stuff, as if a creature spread it here as it walked or crawled.

This slime was left by the giant slug. If the characters bypass the area, they can leave unmolested; but if they stay here beyond 3 rounds (or upon returning this way) a giant slug returns from the river, where it was acquiring a drink at. This thing is very happy (in a sluggish way) to see such small but delicious looking prey; and it immediately starts its attack functions (spitting and biting).

GIANT SLUG: AT3, M9", MP10, HtK 60, Atk 1, Dm 3-12, SP Acid spittle (with bite = 2-12), or ranged = 1-10 upon impact; 3% chance per successful bite to swallow opponent.

59. TUU-NEP'S FLOWERS

GM NOTE: Besides the pool at #2, this is the only area not affected by Lamashes' river.

You note a single flower--as blue as the sky--growing amongst other dead flowers of its type.

This is the last flower that will grow here over a month's time period. Lamash hates this bed for what it represents and he sends his purple birds here to destroy the flowers (thus the dead ones). But in their last raid they missed one. One to four of these flowers spring up every month.

BLUE FLOWER: If carried, this flower radiates a super-bless spell in a 20' radius for one full month. All within its area of affect attack at +2, receive an AT increase of 2, and take -2 HtK of physical damage when attacked. Elves, rangers, forest mages and druid-types receive 10 bonus HtK during those time periods.

When the characters go to cut this, the flower merely falls off of its stem.

60. HIDDEN DOOR

The Plantmaster created a magical plant-door which allows entry to the path beyond. The area on the other side of this door was to be used as a private mediation and walking area by him when he eventually opened the garden to the public. He thus guaranteed himself a place of solace in the future.

The door is discoverable if secret doors are checked for. When found, the vines and foliage part revealing a half grass, half ruined walkway heading south.

61. VINE AMBUSH

There is a gigantic version (90' long) of the Cup & Saucer vine surrounding this area. When characters enter here, it drops to block escapes from all exits; and note that it has the length and mass to accomplish this. The C & S vine attacks with 2-20 (not 1-10) cups; and its movement is sufficient to make it formidable in melee.

C & S VINE: AT3, M6", MP 6+3, HtK 37, Atk 2-20 cups, Dm 2 points/cup.

62. BULBS ABOVE

You note many different-colored and -sized bulbs suspended in the foliage above you, like pods hanging from a vine.

These are mutated seed pods. Roll below to see what is inside each one. Their shells are tough (note below) usually requiring a dagger or other sharp instrument to cut them open with.

Roll a D8:

1--Pod is empty.
2--Pod contains an insect (smaller version, harmless).
3--Pod releases a gas (1-8 harmless, 9-10 poisonous = SR or vomit for D20 rounds, 1 point of damage/round).
4--Pod contains an acidic substance which sticks to the body, and burns for 1-30 rounds, 1 point of damage/round.
5--Pod explodes in a 1-6' radius for **that** many points of damage/being within range.
6--Pod attaches to the being through a super-glue-type process--reduces Agility by 1; removed through a *purify food* spell.
7--Pod looses a gas which leeches 1 life energy level from the closest human, SR vs. spells at -2 applicable.
8--Pod is an egg, which when exposed to air grows into random *plant or animal* of gigantic size (GM's choice).

There are 1-10 of each type of pod present. Colors range the spectrum, including mixes.

63. FLOWERING ROOT

A root is suspended 2' above the path here. Pink flowers spring forth from many glands on the root's surface.

The root has a multiple function:

1) It will attempt to latch onto creatures, injecting them with the sap just near the base of the flower. This causes weakness (i.e., loss of strength) for D10 turns during which time the affected creature lies motionless.

2) During that time, the root enters the victim's mouth and deposits an egg-pollen there. In 2-4 days the pollen grows into tubers and wind about the victim's insides; 1-4 days later they burst out in all directions, taking root in the ground. The victim is killed by this action.

3) During this parasitic gestation period, the parent plant nurses the "rooter" by injecting more sap into the host body, which the new root feeds upon. If the rooter is improperly fed, it will attempt to sustain itself by drawing upon the body fluids of its host. There is only a 40% chance that it births this way--otherwise the foreign matter poisons it and it dies. The host has to make a SS roll at this time at -30% or die. *Cure* spells have only 25% potency against such drainings.

ROOTER: AT6, M9", MP7, HtK 40, Atk 1, Dm 2-12 subdual (1-6 incidental), SP Egg injection (see above).

64. BLACK FLOWERS

*You note a clump of black flowers with spiny **anthers** at the end of this area.*

These are *healer* flowers. Each petal (8 per flower, and 20 flowers present) heals those eating it 2 points. The ingestion of more than four petals in a 24 hour period, however, causes *insect attraction* (roll for a random insect every 2 hour period).

65. PETRIFIED LOG WITH YELLOW SLIME

The sight you behold is one of horrendous aspect. A glop of yellow slime sits atop a log. When you come within sight of it the slimes sends out several pseudopods, which feel the area about it. When nothing is contacted, it withdraws the 'pods and continues to plop there.

This stuff petrifies wooden substances upon contact; however, since it springs from wood, and in turn is sustained by the altered aspect of the wood, it doesn't spread, rather it stays put until something interacts with it. It is sensitive to its surroundings, however, so it is aware of the party's presence.

YELLOW SLIME: AT10, M1" for pseudopods, MP2, HtK 8, Atk 1-4 pods, Dm special, SP Wooden objects turned to stone upon contact; causes 7-42 points of meta-structural damage to living trees *(trents)*, and or/similar creatures.

GM NOTE: Lamash does not know about this creature, but if he did, he would have it destroyed!

River Encounters (#R1-#R5)

R1. DISTURBANCE IN THE WATER

You note a disturbance in the water, a large rippling affect as if something large moves beneath the river's surface.

Read key **#31** for more detail on the area. A larmput is in the water and has just arrived here or is proceeding away from this area. It is a pet of the nyx near the bridge, and it does their bidding.

Note that characters staying over long in this area could attract the garns above (read the **G Encounters,** hereafter).

LARMPUT: AT2, M15", MP14, HtK 90, Atk 1, Dm 2-20, SP 10% chance to swallow prey whole per hit.

R2. EMBANKMENT AREA

The river winds here, creating a large embankment. You note that there is little activity nearby.

A large snapping turtle is wedged into the embankment. It attacks when beings come too close (within 5') to its lair where its hatchlings (3) are located (a branch-covered dug-out in the embankment).

LARGE SNAPPER: AT0/6, M3"/9", MP11, HtK 55, Atk 1, Dm 3-30, SP double surprise chances, neck stretches 1-10', AT +2 withdrawn into shell.

NOTE: The Oowahs at key #48 might lure this snapper to them if they fear the adventurer's approach at their campsite (read that).

R3. THRASHING NOISE FROM THE WATER

You note that something(s) is thrashing about in the water--a fish with something hanging onto it. The fishes' eyes look intelligent; and you can't quite make out what the thing is that is attached to it, other than that it is larva-like.

The wormish thing is a wasp larva, which has just caught its supper, a fish akin to the trout, yet larger. The fish has a mutated brain which is just now starting to allow it to think in the abstract--like a 2 year old, but its instinct has failed it here, allowing it to be seized. The larva will not let go, for its mandibles have a firm hold on the fish.

Other larva are about 2' in front of the characters at this point, hidden in holes. Anyone stepping near these things (usually attempting to pass over) are attacked. The larva whip out of the holes and latch on, attempting to drag the prey into separate holes. The larva's backside has two prehensile hooks which lock it in the hole (only a strength of 18-100% could remove it, and then only with 1-8 points of rending damage being dealt to the one held). Once these things latch on they inflict automatic damage until killed. There is a 10% chance per turn that the party remains here that a wasp from key #57 will arrive and defend the larva.

WASP LARVA: AT6, M3" (+2" spring), MP2+1, HtK 12 each, Atk 1, Dm 1-6 (automatic after first hit), SP camouflage, attack from surprise.

R4. SWIRLING MOTIONS IN THE WATER

You note swirling motions in the muck below the water line, like many medium-sized but thin things moving towards the shoreline.

There are many u'un here which have sensed the characters due to reflections and/or shadows thrown by the latter upon the river's surface. The u'un will surface and attack--and like other garden inhabitants--and particularly those of the river, like these--the u'un are fearsome and voracious.

U'UN (15): AT5, M4"/14", MP2, HtK 14 each, Atk 2, Dm 1-6/3-12, SP wraps about opponent for automatic damage.

R5. WIDE PART OF RIVER--OTHER SIDE

You can note the other side of the river from this vantage point. The banks here aren't steep at all.

A giant eel lives under the embankments here; it is at this time under the bank closet to the party (50%) or under the embankment on the opposite side (50%). When and if the adventurers attempt to cross the river--and thus expose themselves--the eel attacks. The river's depth here, as in many other instances, is about 10-20'.

GIANT EEL: AT5, M10", MP 5+2, HtK 38, Atk 1, Dm 2-16+2.

Garn (G) Encounters (#1-3)

GENERAL NOTES: The garns live in the cupola/dome area above the center of the garden building (roughly, key **#'s 26, 31, R1**). The opening to this is roughly 80' round, centered near these keys. It is not represented on the main map though there is a map for the area; and key references should provide a steady stream of information on this area prior to any character actually entering (ascending up) it.

The garns are the de-facto rulers of the garden outside of Lamash, who at times finds it difficult to control these creatures, Garns are feared by all sentient life here--and for good reasons. First, the garns do not fight amongst themselves like many of the other inhabitants of the garden; secondly, the garns have a low mortality rate--in fact none have died to date; thirdly, the garns are horrible in combat, and what with their poisonous breath, posionous tails, mobility, strength, cunning and inaccessibility, these are well respected and feared; and many intelligent inhabitants (such as the Oowahs) refer to them as evil gods. Even the animal life is aware of their telling cries; and the usually fierce eagles will not dare a confrontation with the garns.

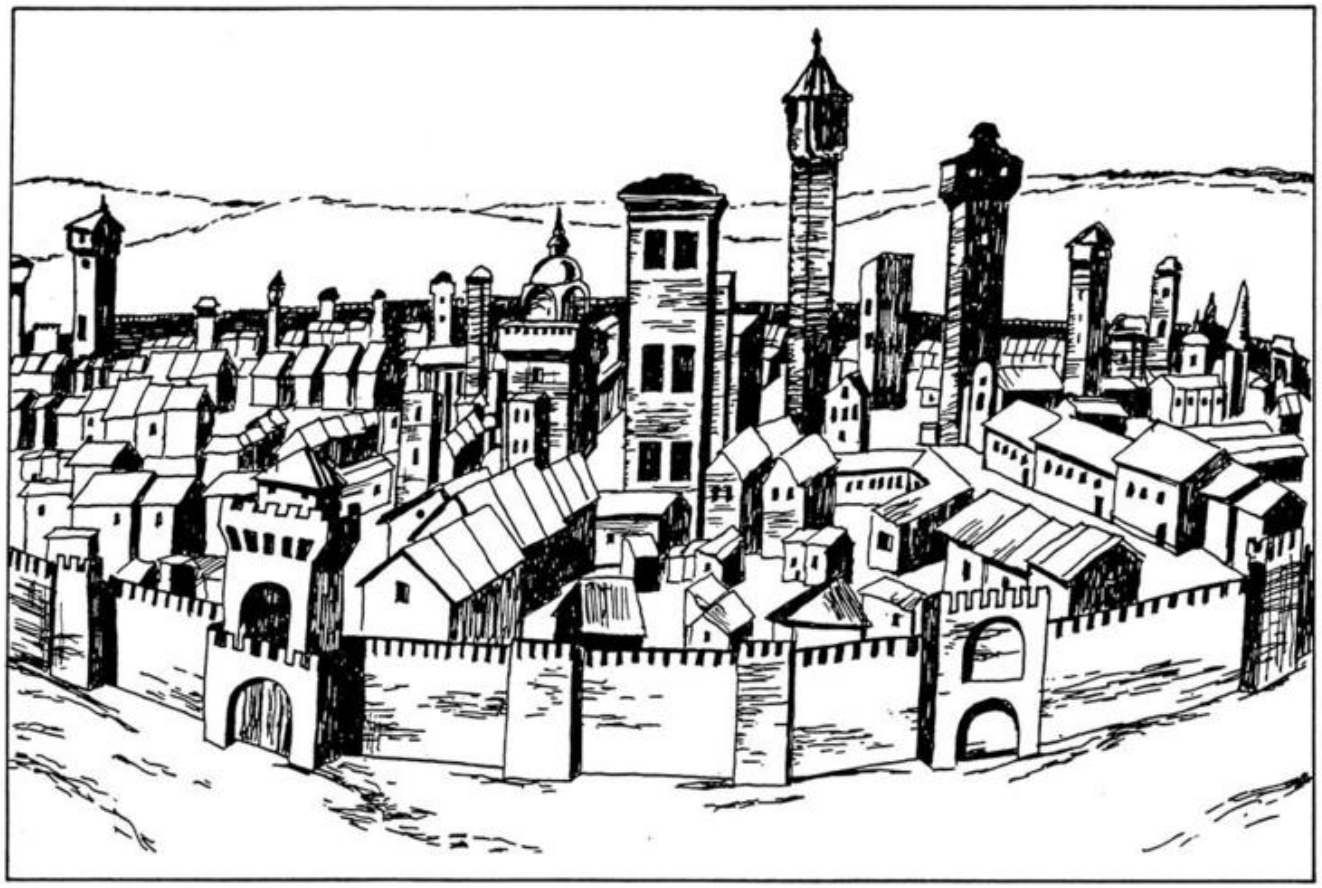
AREA ABOVE: The dome is overgrown with foliage common to the lower areas: creepers, vines, mosses, but in some quantity, so that the crystal dome itself is almost obscured (some negligible light sneaks in). Characters making it to the dome area can chop through the foliage and then wipe away the matting of pollen and dust to reveal the outside world--the dead and desert-swept city of Kyrruhn (see illustration). But in order to accomplish this (as if anyone except Fargan (q.v.) would want to attempt such a thing) the characters must defeat the garns.

NESTS: There are three main nests here. Garns will not react to their neighbor's plight, but will be ready for assailants. Any creature 15' or more outside a nest-ledge is considered to be in neutral space, and will be attacked by garns from any of the three nests.

G1, YELLOW GARNS (2): AT3, M9"/16", MP 6+2, HtK 37, 40, Atk 4, Dm 1-3/1-3/1-6/1-4, SP one has a poisonous tail, the other has poisonous breath (note Appendix A).

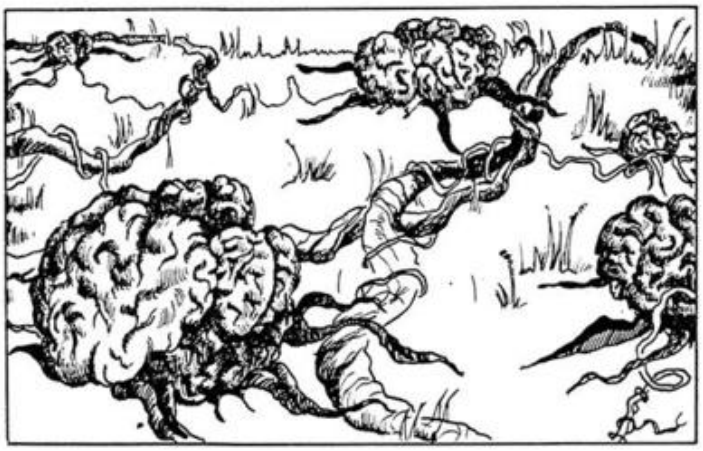
G2, BLUE GARNS (2): AT2, M10"/18", MP 8+2, HtK 40, 43, Atk 4, Dm 1-3/1-3/1-6/1-4, SP both have poisonous tails. (Note Appendix A).

G3, BROWN GARNS (2): AT1, M12"/20", MP 10+2, HtK 46, 52, Atk 4, Dm 1-4/1-4/2-7/2-5, SP one has poisonous breath. (Note Appendix A).



Appendix A: New Monsters

MANY HEADED SLIME



Number Encountered: 1 mass
Armor Type: 6
Moves: 3"
Melee Prowess: Level 10 monster (100 points)
Lair: 80%
Treasure: No
Attacks: 1
Damage: 2-20 rotting
Special: Below
Magic Immunity: Standard
Intelligence: Group: Average
Size: 20' round by 3' high mass
Psychic/Psionic: Yes: 80/A,F

This mass resembles hundreds of grape-like heads on yellowish, unbranched stalks. Ever since this was mutated, these slimes have gained intelligences akin to an average intelligence human. These have but one thought however--as do most fungi--to assimilate and produce.

Many headed slimes attack by projecting selectable heads up to 10' away from their edges. Hits cause rotting damage (above); and uncured wounds (a *cure wounds* or *cure disease* will suffice) immediately become infectious and cause 1-4 additional rotting points per six hour period until cured. Characters taking more than 80% of their HtK from rotting damage have their Appeal's and Beauty's reduced by 1-3 points each. Living creatures killed by this slime are assimilated into the mass. Note that the slime can launch psy/psi attacks.

RED TREE BRAIN

Number Encountered: 1-8
Armor Type: 6 (4, 2, 0, -2)
Moves: 1"
Melee Prowess: 6
Lair: 90%
Treasure: No
Attacks: 1
Damage: 3-12
Special: Paralyzation, shrinks (Increases AT)
Magic Immunity: Standard
Intelligence: Semi-
Size: 2' round globular mass
Psychic/Psionic: No

These appear as reddish, deformed ears set upright. They grow in clusters and will ususally attack as a group if one is disturbed.

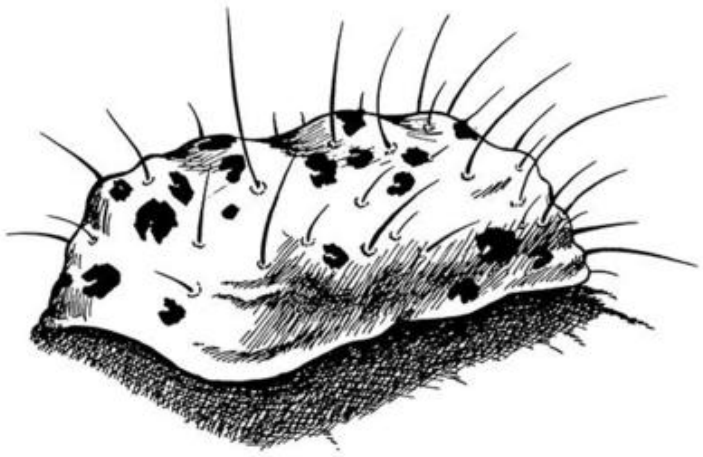
As with any of the fungi types present, red tree brains have adapted to the stringent environment by use of a prehensile attack form, which allows it to elongate parts of itself (like pseudopods) to gain food (usually any living thing within range). However, the tree brain is at a disadvantage because of size, so its reach is shorter (1-6 feet), and it has no real conception of distance due to its mutated, low intelligence. GMs should always roll a D6 and note the range which the tree brain extends to attack. This fungus has a special disguise, however--the ability to shrink to the point of invisibility. When sensing food within range, it pops up, and then attacks. Its touch causes paralyzation for rounds equal to the victim's Vitality subtracted from a base of 20, 1 round minimum. SRs apply.

BLACK JELLY OYSTER

Number Encountered: 1-6
Armor Type: 7
Moves: 0"
Melee Prowess: 3
Lair: 100%
Treasure: No
Attacks: 1
Damage: 2-7
Special: Lichen acid, camouflage
Magic Immunity: Standard
Intelligence: Animal
Size: 2'
Psychic/Psionic: No

These appear as tough, cross-veined caps of brown to pink coloration on curved stalks.

This mutated form of black jelly oyster has adapted to the garden by learning camouflage; these appear in depressions where their stalks cannot be seen. At a distance their caps appear as part of the ground, though rough. When stepped upon (equals a successful attack at L3 +4) the caps immediately release an acidic substance for 2-7 points of burning damage. Soon after that they emit an acid explosion (=2' radius accumulative per cap exploding); they then remain dormant for 4-9 rounds, regenerating their acids. This fungus can be attacked during these dormant periods without harm to assailants.



DEAGLU

Number Encountered: 3-12 (3-30)
Armor Type: 4
Moves: 3"
Melee Prowess: 1 (5 for quills)
Lair: 70%
Treasure: No
Attacks: 1-4
Damage: 1-3
Special: Paralyzation, revulsion door
Magic Immunity: Standard
Intelligence: Animal
Size: 1' high x 1' high x 2' long
Psychic/Psionic: No

These horrid creatures, though small, are very deadly when encountered in mass (as in their lair). Deaglu appear as 1' x 1' x 2' fleshy, quill-bearing blocks. They scuttle along the ground, seeking nutriment from various sources, although they are not adverse to scavenging. They will attack creatures in their area; and as with most of the garden creatures, these are voracious eaters of flesh.

Deaglu release their quills when they attack; and if four quills hit one being--such as accumulative hits administered over a six hour period, or simultaneous hits--the victim must save vs. poison or become paralyzed. Any hit below this amount causes drowsiness for 1-10 turns wherein the victim is penalized -1 to hit and reaction dice rolls.

BAKKAS

Number Encountered: 1-6
Armor Type: 6
Moves: 3"/18"
Melee Prowess: 2
Lair: 65%
Treasure: No
Attacks: 2
Damage: 1-4 ea.
Special: Delirium poison -2
Magic Immunity: Standard
Intelligence: Animal
Size: 1 1/2'
Psychic/Psionic: No

The bakkas are two-headed bats common to this world; and a variety thereof reside on the World of Kalibruhn. Though they were once creatures which hunted insects and ate fruits, their mutated state has driven them to attack any living being.

Bakkas bites are infectious (save at poison -2), causing delirium for 2 days and then death, if not cured within that time. The afected character starts to experience weird *delusions* and then loses touch with reality hours (D4) later. Their Intelligence is reduced to 6 at those times, and what vestiges remain are confused and distorted; and those suffering from this have to be restrained to keep them from doing harm to themselves and others.

Bakkas blood is sought after by alchemists who use it to form delusion postions. A fluid ounce of the stuff is worth about 10-60 gp.

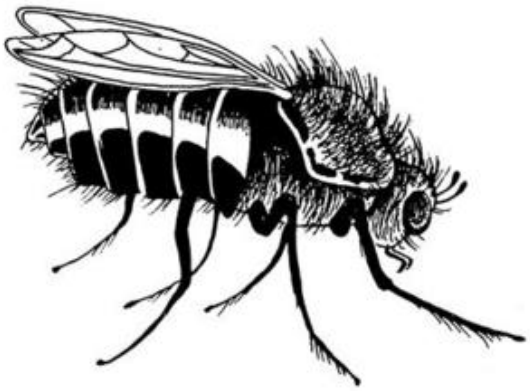
ARCHEOPTERYX

Number Encountered: 1-8
Armor Type: 6
Moves: 6"/18"
Melee Prowess: 2+1
Lair: 80%
Treasure: 1-4 gems/nest
Attacks: 3
Damage: 1-3/1-3/1-6
Special: None
Magic Immunity: Standard
Intelligence: Animal
Size: 3'
Psychic/Psionic: No

These birds appear as part avian and as part reptilian. Their tails are skinned and have stiff shafted feathers. Each wing sports three claws which the archeopteryx uses for climbing. This bird is rather fleet on the ground, also. Archeopteryx' make their nests in tall trees. They are fierce when defending the nest. Though mutated to some degree, this seems not to have affected them, for their daily regimen remains unaltered. This, again, reflects their ability to adapt to various environments, no matter how swift or drastic the change was to bring it about.

BLACK FLY

Number Encountered: 2-20
Armor Type: 6
Moves: 6"/18"
Melee Prowess: 1
Lair: 10%
Treasure: No
Attacks: 1
Damage: 1-10
Special: Bite causes temporary blindness
Magic Immunity: Standard
Intelligence: Animal
Size: 3'
Psychic/Psionic: No



This is a normal fly, somewhat enlarged. Their larvae are aquatic and carnivorous, though this fact carries less weight with the many predators common to the river areas here. The black fly has barely managed to adapt to its surroundings; and it is one of the favorite meals of larger flyers (garns and hawks especially).

The black fly's bite causes temporary blindness if an SR vs, poison is not made. This blindness lasts for rounds equal to the victim's Vitality subtracted from a base of 25. Failing to make an SR vs. this fly's bite three times in a 24 hour period causes permanent blindness. Spells and items which cure this have a 50% chance of doing so, and only one try per type of cure is allowed. Some sages believe that eating this creature's entrails will cure the blindness.

CLAPODEE

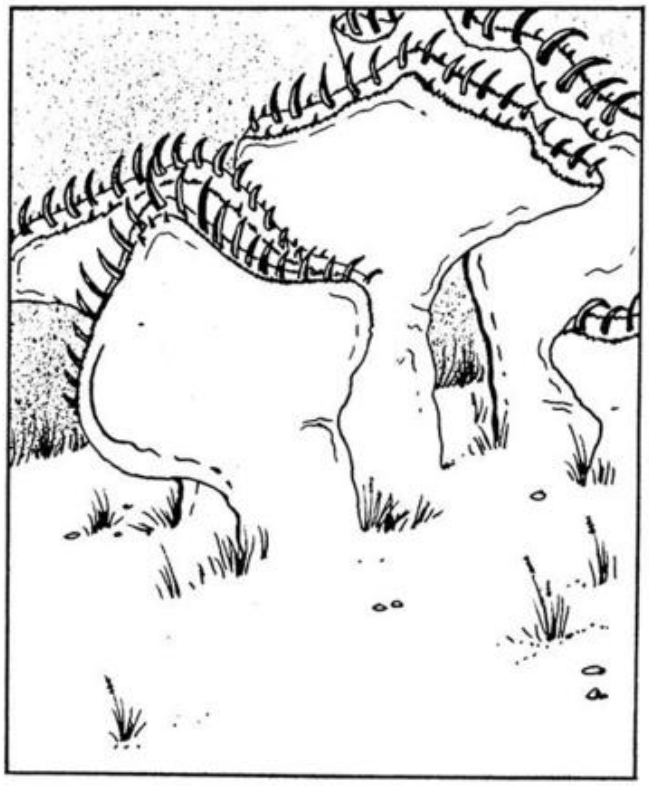
Number Encountered: 1-6
Armor Type: 2/4/7
Moves: 6"/12"
Melee Prowess: 7
Lair: 20%
Treasure: J, K, L
Attacks: 1
Damages: 2-16
Special: Leap to crush
Magic Immunity: Immune to light attacks/illusions
Intelligence: Animal
Size: 6'
Psychic/Psionic: No

The clapodee is by far one of the more terrifying creatures present here. It has adapted well to its surroundings for many reasons: It can burrow, and thus avoids many creatures that could prey upon it; it is fierce in combat, its natural armor and aggressiveness giving it an edge on many creatures. The clapodee seems fearless to a degree, and is much respected by the other garden inhabitants, much the same way a modern day hippopotamus is regarded by other creatures in its ecosystem.

The clapodee attacks by means of a large saw-toothed snapper. It is immune to light, phantasms, illusions, etc., the reason for this being the physical and/or chemical construction of its eyes. When looked upon while alive, the clapodee's eyes appear normal enough; but when it is dead (within 24 hours only), its eyes appear saturated with swirling colors. This strange pigmentation, if that is what it is, shields the creature, when alive, from visual disturbances which would otherwise deceive or hurt it. It is thought that the creature's sight is based upon something entirely alien--like a heightened form of infra- ultra-vision; and sages point to the fact that it occurs in larger numbers during the night hours. Whatever the reason, clapodee eyes are a sought after commodity, for some experimenters have managed to make various concoctions from these. Because of this healthy interest in clapodee eyes, prices for these have risen steadily, and now stand at 100 gp/pound of eye offered in good condition (within a 24 hour period, usually, but some eyes, when chilled, have remained pure for up to 7 days). Clapodee eyes weigh in around 20 pounds.

JELLY TOOTH

Number Encountered: 2-7
Armor Type: 5
Moves: 1"
Melee Prowess: 2
Lair: 95%
Treasure: No
Attacks: 1
Damage: 1-8
Special: Gel immersion
Magic Immunity: Standard
Intelligence: Animal
Size: 2'
Psychic/Psionic: No



These abominations are parasitic offshoots of normal jelly teeth, appearing as white, translucent jelly staks with gelatinous flesh and many aquiline teeth. Jelly teeth react to noise within 20' of them. Their bulks shake when they "zone in" on their prey. When attacking, their serrate heads lash out, dealing damage as noted above. Successful hits releases a jelly substance onto the target; victims must immediately save vs. poison or be held fast to the jelly tooth. The top of the fungus grows and forms into a mouth with teeth, which attacks its prey for automatic damage. During this time more gel is released--this *slows* the victim; and after three rounds of gel immersion the victim is immobolized and then an easy meal for the jelly tooth.

Fire of any type will burn the gel away, but causes damage (half or none) to those immersed and trapped within it. If the jelly tooth is killed the gel crystallizes and is easily broken away.

BLACK TRUMPETS

Number Encountered: 1-4
Armor Type: 9
Moves: 0"
Melee Prowess: 0
Lair: 100%
Treasure: No
Attacks: No
Damage: None
Special: Edible, after-odor attracts insects
Magic Immunity: Standard
Intelligence: None
Size: 4'
Psychic/Psionic: No

The outer area of these trumpet shaped mushrooms is smooth and wrinkled, with colorations varying from light grey to black. Brown scales can be seen within the trumpet proper.

These types can be found near trees, where they feed off of decaying matter. Black trumpets release a powerful fragrance which is transmitted to those within 3" of them. The odor, once imparted, will last for 1-20 turns, and will during that time attract insects (GM option). This fungus is edible; but prolonged ingestion over 6 days will impart the aformentioned odor for a full month, or until a fast consisting of nothing but water rinses the affected character's insides clean.

RED CREEPER

Number Encountered: 1-3
Armor Type: 6
Moves: 1"
Melee Prowess: 5
Lair: 70%
Treasure: L, Q
Attacks: 2-12
Damage: See below
Special: Vitality drain
Magic Immunity: Immune to cold
Intelligence: Animal
Size: 15' long (does not count as "L")
Psychic/Psionic: No

The red creeper appears as a flowering red vine which intertwines about low lying plants. The vine started its mutated existence by feeding upon the smaller insects and rodents here; and within a very short time it grew from 5' long to 15', which is now its normal size. When smaller prey became sparse, it attacked larger and larger opponents; and in order to immobilize these superior creatures the creeper emitted a vapor and resin sap which temporarily stunned them. The vine then injected pollen from its flowers into the bloodstream; this weakened the Vitality of the creature, (by 2/round, though recovery is instantaneous after 1 hour's time of not being affected by the pollen) causing a pseudosleepiness akin to the stunning affect. To date this seems to have worked.

Red creepers' favorite spots are low-lying areas near water, where they wait for smaller creatures to pass over them, which they snare.

VASE THELEPHORE

Number Encountered: 2-8
Armor Type: 5
Moves: 0"
Melee Prowess: 2+2
Lair: 100%
Treasure: No
Attacks: 1-10 spores
Damage: 1 point/spore
Special: Some immunity to blunt weapons, spores are parasitic
Magic Immunity: Standard
Intelligence: Animal
Size: 5'
Psychic/Psionic: No

This fungus appears as a vase like cup. It is scaly and hairy near its base; and its spores are olive-buff and spiny. The mutated form of this is one of the most dangerous of the fungi present here. Any beings coming within 20' radius of this thing are immediately attacked, for the fungus senses them. The vase emits 1-10 spores which stick to targets, and that are attached to the fungus by thin but sturdy threads. This attachment causes 1 point/spore attached per turn of attachment. Ripping the spore from ones' body causes 1 point of damage; and cutting the threads takes a full round. The thelephore can release up to 20 spores a day, and then regenerates at a rate of 2 spores per hour.

The thelephore's "skin" is rubbery and deflects 50% of all blunt weapon damage.

CINNABAR RED CHANTERELLE

Number Encountered: 1-10
Armor Type: 9
Moves: 0"
Melee Prowess: 3 (for HtK only)
Lair: 100%
Treasure: No
Attacks: No
Damage: No
Special: Common, edible fungus
Magic Immunity: Standard
Intelligence: Non
Size: 3'
Psychic/Psionic: No

The cinnabar red chanterelle's cap is reddish-orange and ridged, descending to a dullish red, fibrous stalk. Its fruity spores are oblong and colorless. Its fragrance can be smelled for long distances on windy days.

The red chanterelle is an edible variety of fungi. Its flesh and wood is used by the Oowahs (q.v.). There is a 10% chance upon initial inspection that there is an insect (GM's choice) hidden inside a chanterelle.

TROMSEH

Number Encountered: 1
Armor Type: 4
Moves: 2"
Melee Prowess: 4
Lair: 85%
Treasure: 1-100 coins; 1-12 gems, 20% for any magic
Attacks: 3-8
Damage: 1-6 each
Special: Strangles; not affected by cold
Magic Immunity: Standard
Intelligence: Semi
Size: 7' long limbs; does not count as "L"
Psychic/Psionic: No

These things appear as thick, long limbs. Although their composition might appear soft due to their ability to bend, they are far from that, being among the hardest wood found in the garden. Tromsehs like to lurk on low lying branches where they remain still-a type of chameleon-like exercise they perform to fool their prey. They then drop on creatures passing beneath them. Their rear limb--the thickest of those present--remains attached to the tree or bush the tromseh was resting on, while the others start strangling the victim. If 5 or more limbs hit at once, the victim is lifted into the tree, where the attack continues. Tromsehs dislike staying near the ground, so this form of combination retreat/attack is preferred by it.

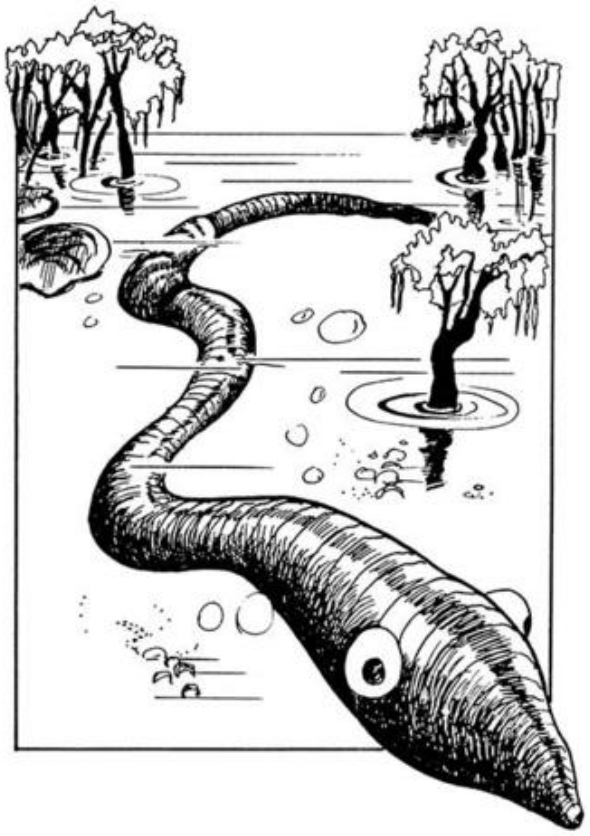
Tromsehs tear the flesh from their victims and absorb it through a long process which involves pressing itself against the corpse. In order to accomplish this comparatively long feat the tromseh crawls into tree holes, where the "hole" up for days on end. Therefore, treasure can be found in tromseh lairs, for it is there that its victim's remains are left.

AMBUSH BUG

Number Encountered: 3-18
Armor Type: 5
Moves: 9"/15"
Melee Prowess: 1+3
Lair: 50%
Treasure: No
Attacks: 1
Damage: 2-7
Special: Raptorial legs hold prey for auto. damage
Magic Immunity: Standard
Intelligence: Animal
Size: 2'
Psychic/Psionic: No

These yellow and brown bugs are very predatory and can be found awaiting other insects--even bees and spiders!--on flowers, where their natural camouflage allows them to attack from surprise 9 out of 10 times.

Ambush bugs jump upon their prey and hold them fast (=stone giant strength) with their raptorial (see glossary) front legs. At the same time they bite the held victim, inflicting damage as noted. If the prey cannot escape its grasp, damage is automatic thereafter. Held prey cannot attack unless options allow. Spells and magical weapons, unless easily worded and/or activated may not be employed by characters in this compromising situation.



LARMPUT

Number Encountered: 1
Armor Type: 2
Moves: 15"
Melee Prowess: 14
Lair: 40%
Treasure: J, K, L, M
Attacks: 1
Damage: 2-20
Special: 10% chance to swallow victim
Magic Immunity: Standard
Intelligence: Animal
Size: 12'-21' long
Psychic/Psionic: No

Larmputs appear as a large form of mutated water worm; their general color is dark (browns, blacks, purples). They are voracius hunters, attacking all moving objects in the water, though they will infrequently attack land creatures if they are hungry enough. Nothing in the garden has ever challenged the lamput's river supremacy. The purple nyx are thought to be able to control this worm through the use of some herb they feed it.

Larputs swallow prey on a D% roll of 91-100. Swallowed beings die of digestive acids in 10-20 rounds if they cannot escape.

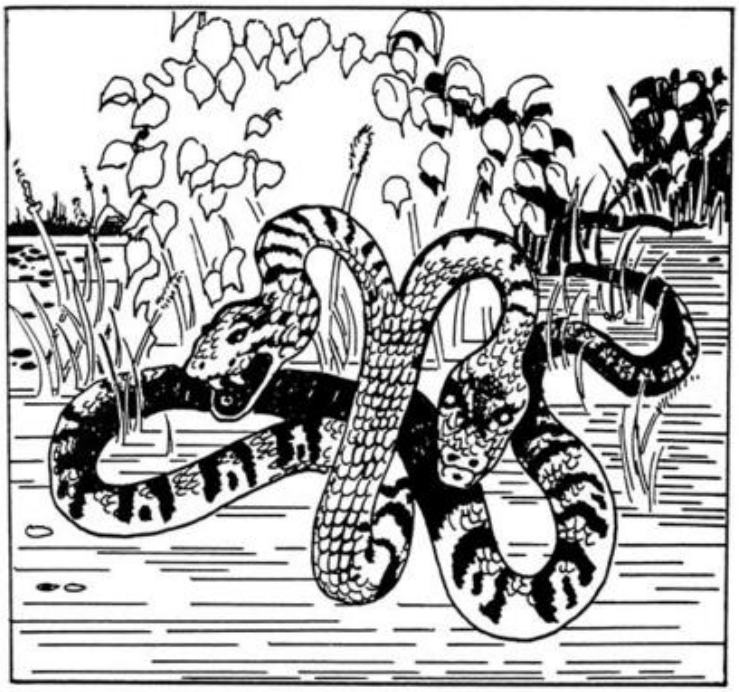
PURPLE NYX

Number Encountered: 1-10
Armor Type: 8
Moves: 6"/12"
Melee Prowess: 1
Lair: 65%
Treasure: M, S
Attacks: 1
Damage: 2-5 (large daggers)
Special: Charm humans; 16-19 Appeals
Magic Immunity: 30%
Intelligence: Exceptional
Size: 3'
Psychic/Psionic: No

The purple nyx' are mutated nixies which the Plantmaster summoned to reside here. Unfortunately, they too have become Lamashes' victims--and now their thoughts have turned to degenerate ways, and they use every strategem to survive. They are on bad terms with the Oowahs, who have lost many of their kind to the nyx trickeries.

The nyx have very little community, for their numbers have become increasingly depleted over the months. Some (D10 roll of 10 on *Number Encountered*) have formed a tribe-like enclave on the order of the Oowahs (q.v.). The more organized groups, such as these, have sometimes mastered the control of the larmput through use of the fugern herb. The Process by which they control these voracious worms is somewhat a mystery; but it is known that they lure the worms to the surface where they feed them the herb--and then it is surmised that the worm's come under their *charm* influence, though it is not known how.

Nyx rarely use the larmput for raids, preferring to nurture a long-lasting relationship in which the worm guards their growing community. Not many nyx groups have been successful with this strategy to date.



U'UN

Number Encountered: 3-30
Armor Type: 6 or 5
Moves: 3"/12// or 4"/14"
Melee Prowess: 1 or 2
Lair: 30%
Treasure: No
Attacks: 2
Damage: 1-4/2-12 or 1-6/3-12
Special: Wraps around opponent
Magic Immunity: Standard
Intelligence: Animal
Size: 4-8' long
Psychic/Psionic: No

The u'un come in two sizes: 4-6 feet long, and 6-8' long. Both varieties are python like in appearance, with a notable feature of having enclosed gills, a forked tail which is semiprehensile, and "foot fins", which they use to walk on land with. Their colors are greens with light blue bellies.

U'uns live near rivers and prey upon anything smaller than them, though the larger ones have attacked humans. Once an u'un grasps its opponent damage is automatic (crushing) until the snake is immobilized or the prey escapes (or dies). The u'un then eats the remains.

BIRDS

Number Encountered: See below
Armor Type: 9
Moves: 12"
Melee Prowess: 1/2
Lair: 40%
Treasure: No
Attacks: 3
Damage: 1-2/1-2/1-3
Special: Attacks humans
Magic Immunity: Standard
Intelligence: Animal
Size: 1/2'-1'
Psychic/Psionic: No

Birds are to be found everywhere in the garden. Among the types present are black birds, purple birds (a form of blue bird), rockstins (gray robins) and cardinals. These are all voracious, and will attack en masse if a likely target is available. When attacking, 1-10 birds fly into the prey's facial area, scratching and pecking, while the others concentrate on the legs and backs.

Birds have formed communities according to their kinds. Black birds prefer the lower trees where they are closer to scavenge; rockstins have sought what high ground is available, and they tend to shy away from the river areas near "nighttime"; purple birds live, and are bred, at and near Lamashes' glade (q.v.); and the cardinals, least represented among the four groups, reside in the highest branches of the largest trees; and some have been known to live near a garn nest above key **#26.**

For more information, read **BIRDS** in the **GM Information** section.

GARNS

	Yellow	Blue	Brown
Number Encountered:	1-4	1-3	1-2
Armor Type:	3	2	1
Moves:	9"/16"	10"/18"	12"/20"
Melee Prowess	6+2	8+2	10+2
Lair:	40%	40%	40%
Treasure:	B	B	R
Attacks:	4	4	4
Damage:	1-3/1-3/1-6/1-4	1-3/1-3/1-6/1-4	1-4/1-4/2-7/2-5
Special:	Yes: Off/Def	Yes: Off/Def	Yes: Off/Def
Magic Immunity:	Standard	Standard	Standard
Intelligence:	Low	Low	Average
Size:	5'	6'	7'
Psychic/Psionic:	No	No	No

These creatures remind the casual viewer of the gargoyle, but that is where the comparison ends. The garns are composed of many different features: Scale-like skin, mottled wings, misshapened horns, oppositely colored eyes (white & red, tan and black, etc.), and prehensile barbed tails. Their teeth are long, as are their tempers; and they are, by far, one of the garden inhabitants' worst enemies. They are ferocious, armed and armored, have mobility, and a great appetite for blood: All good factors which contribute to their almost god-like possession of the air, and to the fear instilled in the hearts (or whatever) of those hearing their screaming approach--which usually means death.

Garns reside in the higher places--there is, in fact, a nest of them in the dome area.

It is not known how garns reproduce; and since the garden was polluted they have produced no offspring--but neither have they lost even one of their kind! It is not known what the garn mutated from. It could have been a servant the Plantmaster had summoned--as was the case with Lamash.

Garns have poisonous claws; they can see in darkness as well as in daylight. Their tails sometimes have stings (60% chance for sleep poison); their breath is occasionally poisonous, also (25% chance for revulsion odor which equals 1-12 points of retching damage, no SR, 10' range).

OOWAHS (The Flower People)

Number Encountered: 10-40 (20-80)
Armor Type: 6
Moves: 12"
Melee Prowess: Variable (1-8)
Lair: 20%
Treasure: D
Attacks: Varies per weapon (se below)
Damage: Varies
Special: Use blowguns with poison needles
Magic Immunity: Standard; immune to control/charm
Inteligence: Low to Average
Size: 5'

The Oowahs are a mutated form of elven-folk which were helping the Plantmaster tend the garden. Their appearance is striking--green skin, flowery hair, green or yellow eyes, and heights of no more than 5'. The Oowahs have formed 12 different tribes, some of which war amongst each other (see below for tribes). Most have adapted well to the environment. To get away from the ground, they utilized the trees. In them they built their *ints*, or tre houses (see the illustration following). Daily life revolves around the family--providing food and shelter for the young ones (recent additions) are the adults' foremost concern--and the females easily share the burden of fighting, guarding and building, as well as hunting.

Oowah weapons are not too varied: Forms of clubs are used, a spiked type (1-6 points), and a longer variety (2-7 points). The wood is taken from the connabar red chanterelle. About 75% of all Oowahs are armed with blowguns (30 needles per); the needles are poisonous, this being produced from dipping them in a certain type of frog's back. The poison is of the paralytic kind, though very weak, since these are used for hunting (+2 to SRs).

Food is procured from the chanterelle as well; and mushroom steaks are a staple amongst the Oowahs.

Each tribe has adopted their own symbol--this devolved upon them as the groups split for various reasons, both egotistical and geographical. On occasion they will war with each other over the rights for the chanterelle fields, which many sides attempt to control. Tribal leaders use chanterelle bark armor and wear thorn crowns to indicate their status. The often wield sharp spears.

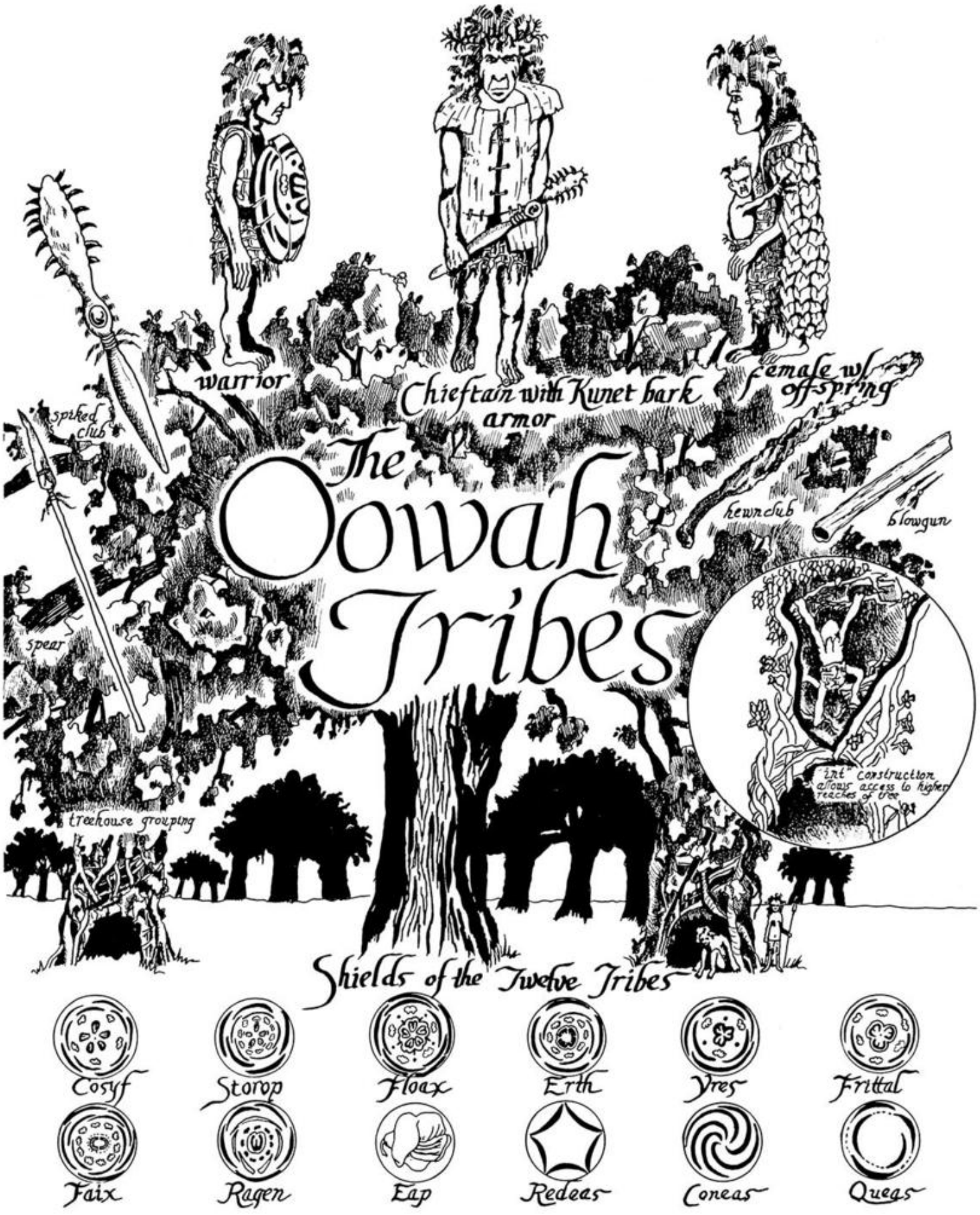
Oowahs know much about herb lore. Their shamans (1 level/10 Oowahs), make and use potions and philters without qualm. Many of the older Oowahs know how to cure poison wounds (75% chance) with available concoctions. The elders of each camp (about 2%) know the garden paths by heart.

Roll a D12 when an Oowah encounter is indicated. If a lair encounter is indicated, then 10% of the forces there will be children of a non-combatant status. Those remaining--40% female and 50% male--are divided per level as follows: For every 10 there is an additional Level 2 fighter; for every 20 there is an additional Level 4 fighter; and for every 80 present there is a Level 8 fighter and four Level 4 fighter-henchmen. Weapon distribution is as follows:

Leader types: Spears, blowguns and long clubs
Remaining 80%: Blowguns and short mace-clubs
Remaining 20%: Long Clubs

Tribe Encountered:

1. Cosyf (prn: CO-sif)
2. Storop (prn: sto-Rup)
3. Floax (prn: Flokes)
4. Erth (prn: Earth)
5. Yres (prn: e-Rez)
6. Frittal (prn: Fri-tahl)
7. Faix (prn: fakes)
8. Ragen (prn: Ra-gehn)
9. Eap (prn: EE-app)
10. Redeas (prn: Reh-de-az)
11. Coneus (prn: Ko-nees)
12. Queas (prn: Kweez)


warrior
Chieftain with Kunet bark armor
female w/ offspring
spiked club
The Oowah Tribes
hewn club
blowgun
spear
int construction allows access to higher reaches of tree
treehouse grouping
Shields of the Twelve Tribes
Cosyf
Storop
Floax
Erth
Yres
Fritta
Faix
Ragen
Eap
Redeas
Coneas
Queas

TRESPERS

Number Encountered: 1-6
Armor Type: Varies/Attachment
Moves: 15" Flying
Melee Prowess: Varies/Attachment
Lair: 100%
Treasure: No
Attacks: 1
Damage: Varies/Attachment
Special: Can never be killed
Magic Immunity: 20%
Intelligence: High
Size: 2' high spirit; also varies/attachment
Psychic/Psionic: No

Trespers are transparent sprite-like tree spirits, approximately 2' in height. They cannot be killed--for they are like demi-angels; but their reasons for being "earth-bound" are very specific--to tend to the plants and trees of nature.

When the garden was mutated, the trespers remained unaffected; but their purpose did not change, and to this date they still attempt to fulfill that purpose. They attempt to ward off those that would destroy the still unaffected foliage (i.e., that which has not mutated to the point of decay, or which has not attained a malign intelligence), and they destroy true "evil" specimens of fauna.

Trespers accomplish much of their work by inhabiting the piece of flora in question. Thus when an animal, for example, attempts to destroy a fruit bearing bush, the tresper could inhabit the bush and shake it, thus scaring the animal away. Trespers can adopt this limited form of possession/animation as many times as possible during a given day (note statistics for "inhabited" flora, below). They really do not wish to harm any living thing, but if intruders press the issue trespers can become incensed to the point of attacking--and at these times they inhabit and then animate the largest piece of flora available (200' radius on possession ranges apply). They then move to eliminate intruders, though they will rarely move beyond what they consider their own territory--a completely arbitrary area determined by the number and extent of the flora they protect.

Trespers can be banished from the material plane of existence by turning them as *special* undead. Otherwise only god-type beings can affect these spirits in combat.

TRESPER POSSESSION TABLE (types and statistics)

Roll a D6 and D8 (generates 1-16)

Size	MP	Atk/Damage	Type
1'-3'	1/2 to 2D6	1 for 1-4	Bush
4'-7'	3-6D6	2 for 1-6	Sm. Tree
7'-9'	7-9D6	3 for 1-8	Med. Tree
10-15'	10D6	4 for 2-8	Md-Lg. Tree
16'+	11-15D6	6 for 1-10	Large Tree

Appendix B: Lamash The Wood Demon

The information presented here details **Lamash the Wood Demon,** his **Glade, Drone Control,** and that Wood Demon's Servants.

LAMASH

Number Encountered: 1
Armor Type: 1
Moves: 12"/moves normally through garden
Melee Prowess: Level 12 Monster
Lair: See Below
Treasure: Special
Attacks: 5
Damage: 1-10X4/1-12
Special: *Drone Control,* Crushing damage
Magic Immunity: 40%
Intelligence: Exceptional
Size: 15' tall
Psychic/Psionic: No

Lamash appears as a 15' tall green-barked tree with four trunk arms. His eyes are black and evil and his maw sports many needle sharp teeth.

Lamash the Wood Demon is the ex post facto ruler of the garden. He was summoned to aid the Plantmaster, but due to an ancient pact with a demoon-lord, he was able to undo that summons/binding without the Plantmaster's knowledge; and thus the Plantmaster's intentions of using Lamamash's great powers to create a beautiful garden were dashed--and the Plantmaster was captured and imprisoned by the wood demon (q.v.).

Since that time Lamash has concentrated on befouling the place; and although his original intention was to break out of the containment and use the falls outside the city to travel to a more fertile place (i.e., the player-character's world), he is satisfied to wait and let his manifestations grow and become stronger. In this matter he has no choice, for the Plantmaster, before being captured, realized his own error about his creations and blocked them from escaping the building with powerful words of warding and entrapment. Lamash wants to know those words so that the doors at key #55 will open to him, but the Plantmaster is relentless and will not deliver this knowledge. Lamash has resorted to torturing the mage, and he occasionally starves the Plantmaster of the river water (i.e., the Plantmaster has been mutated for some time now)--but not for too long, for he does not want to drive him to the point where inasnity expunges the opening words from his memory!

Lamashes' roots are sunk into the ground and have grown to encompass every plant in the garden. When a plant dies, Lamash knows it (also see **Killing the Foliage**).

Attacks/Defenses/Powers: His attack functions are detailed below, including his ability, **Drone Control:**

1: When two or more of his trunk-arms hit a single opponent in a melee round an extra D20 crushing damage is dealt out.

2: Lamash takes X2 damage from any type of fire; he takes half damage from acid, lightning and cold attacks. He is immune to control and charm powers of any sort.

3: It can produce these spell-like effects twice-daily--*befoul water, cause disease, curse, double strength, summon animal, charm animal, mass charm plants.*

4: ***Drone Control:*** This is a form of mass charm, mass suggestion; anyone drinking from the river can be affected by it. Once those beings come within 50' of the demon, they must make SRs vs. control at -2 to the roll (some drinkers are especially affected and save at 1/2 their original level, not including the minus--see **The Purple River of Lamash**). Controlled beings come under the demon's mental influence and behave as the demon wishes for as long as they stay within 100' of him. Affected beings remain stationary the initial round of control. At those times they appear as zombies, with glazed looks and slack jaws to boot! The second round they begin functioning for the demon if they are within his range of control still, and do not exceed the number of levels Lamash may control during that round. Lamash can always control up to 100 leevels in any round, though he may not exceed this limit at any time. A quick mental check allows the demon to perceive the prospective victim's inner strength power/will (i.e. level). This allows the demon to choose, or not choose, his victim. The demon can switch control at any time, gaining equivalent/more/less levels, but the total can never surpass 100. If for some reason the total goes beyond 100, Lamash loses control of all previous drones--these stand around for segments equal to their intelligences subtracted from a base of 20; and then they become aware of their situations.

THE GLADE OF LAMASH (KEY #41A): This keyed encounter has been placed in the appendices due to an assumption on my part: The final battle could very well take place here, and with the preceding information on Lamash above, and with the information on his servants to follow, this seemed a likely place-layout-wise--for this encounter. Some GMs will agree, some will

not. I hope that by this placement that you save on time otherwise spent shuffling back and forth between the encounter and the appendix--*RJK.*

41A. LARGE GLADE

GM NOTE: ***Lamash is hidden in the trees to the N.W.***

You enter a large glade, approximately 60' deep to the NW and 30-40' wide. The ground here is covered with thick roots coming up from all angles and proceeding off to the N.W. These are much like the ones you saw earlier at key **#39,** only thicker.

If the characters do nothing, Lamash might react (20% chance); if he does, he rushes forth to crush them, attempting to get in range to use his Drone Control; his servants (see the appendices), will move to flank and block the party's retreat. If Lamash does nothing, he waits for them to come in range, then attempts to control any who have drunk from the river (see the appendices for **Drone Control**). Controlled fighter characters are ordered to engage other fighter types while the servants melee any mages present. Lamash moves towards any available target, though he will never pursue anything but the destruction of the entire party at this point!

Lamash will fight to the point of death and then he will flee to heal somewhere. In the meantime he will rebuild his forces with the purpose in mind of tracking the characters and getting out of the garden when they do. Read key **#55** for details about sealing the doors there if the characters and Lamash fight for the exit/entrance. Lamash still believes that he can escape the garden through the party's miscalculation so he will not kill the Plant-master at this time.

There is nothing of interest in this glade.

Servants of Lamash: Use the **Land** and **Flying** encounter charts to determine the demon's servants. These are all controlled by the **Drone Control** power. When encountered, Lamash has 83 levels already under control.

Bird Servants: He has 40-90 purple birds present. These act as his eyes, and secondarily, will attack those entering the glade, but only upon the demon's command. See the appendices and the section, **BIRDS,** for more about these creatures.

Appendix C: Note About Player Characters

No player characters have been included in this scenario due to the range of levels possible to such a setting. It is the thought of this author that the adventure will more or less be the instigation of the GM, and it is believed that he or she knows best regarding what leveled PCs could or should not play in scenarios such as these. Furthermore, the appendices take up a lot of room, so PCs were a last consideration compared to detailing matters such as apportioning levels, HtK averages, etc., I suggest that he or she peruse the **MAZE OF ZAYENE** series modules for those guidelines, since the characters and information included there approximate (at the highest end) what levels and magics should be allowed in this adventure. Otherwise I can recommend only that which has been printed on the cover (i.e., . . .*Levels 6-12).*

Appendix D: Garden Dressing

There is a lot of information contained in the following sections. To make use of these, the GMs will want to read them carefully and then choose what is fitting for their own purposes/scenarios.

SECTION 1, ATTRIBUTES

Though this seems all too simple a way to generate effects imparted from eating or drinking something, or for assigning traits to flora (specfically, but less so for the fauna), I do so anyway. This is thrust upon me by (again) space limitations, tthough this should not stop you, the GM, from creating your own attributes!

Roll D% when an unknown but mutated piece of flora/fauna is discovered and consumed. It will have the primary attribute as listed below. Note that some are benign, some malign. Eating the same piece of flora or fauna within a 12 hour span either has (1-25%) no effect, or 26-100% produces a mild poisonous reaction (+2 to SRs) and cancels the stated attribute(s).

01 +1 strength
02 +1 agility
03 +1 appeal
04 +1 beauty
05 +1 intelligence
06 +1 wisdom
07 -1 strength
08 -1 agility
09 -1 appeal
10 -1 beauty
11 -1 intelligence
12 -1 wisdom
13 +1 to poison saves for next three hours
14 Antidote for poison (roll for type)
15 Highly toxic poison, -3 to SR
16 Grows permanent fur (roll % for thickness and amount)
17 Grows thorny skin (add 10% to wrestling type situations)
18 Becomes psionically gifted for 1-24 hours; if 18's in three abilities, powers/points are permanent
19 Lose all ability to become psionic (or 1-30 points if already gifted)
20 Grows weed-like hairs which attract ants (lichen that they eat)
21 Loses three random spells
22 Gain an odor which is repulsive to incubi, but attracts succubi
23 Collapse dead if this is the second time this is rolled; otherwise nothing happens
24 Gain temporary giant strength
25 Gain the ability to distinguish odors given off by flowers
26 Loses a sense for 1-24 hours; if any two abilities are below 9, loss is permanent
27 Feet grow moss on them which allows silent movement
28 Gain the ability to control 1-24 levels of insects up to as many turns as your intelligence
29 Becomes immune to paralysis-type attacks for 1 day
30 Loses a level for days equal to your vitality subtracted from a base of 40
31 Gain a level for as many hours as your combined intelligence and wisdom
32 Loses 1-10 HtK permanently
33 Repelling odor gives +4 to AT when combatting insects
34 Gain temporarily etherealness for 1-10 rounds
35 Loses the ability to heal damage for 1-10 hours
36 Takes 1 HtK more of damage per hit for when struck--lasts for 1-20 hours
37 Gain infravision for the next 60 turns
38 Loses infravision (if you have it), or become temporarily blind, for the next 1-20 turns
39 Skin becomes greasy: Weapons drop from grasp (40%) in combat situations, but gain +10% in wrestling combats
40 Becomes delusioned for the next 4-40 rounds
41 Immune to illusions for hours equal to your intelligence
42 Takes -3 points/die of fire damage dealt for the next 1-20 turns
43 Takes +1 damage/die of electrical & cold damage dealt for the next week
44 Sustains +1 HtK less damage vs. edged weapons for the next day
45 Gain the ability to identify edible substances (includes potions) by taste--lasts 4-16 days
46 Lose all of your teeth
47 Gain the ability to ESP plants and animals (no humans)
48 Skin turns blue
49 Eyes gain another screen allowing recipient to ignore the effects of blinding light
50 Loses 2-12 HtK
51 Imbiber is made unconscious for 1-8 turns
52 Becomes immune to sleep effects for 2 days; is wide awake during those times but then sleeps for 15 hours straight afterwards
53 Odor attracts carnivorous fauna within a 100' radius
54 Random body part becomes bulbous (up to 3')
55 All veins become green and come to the skin's surface
56 Beauty is reduced by 1-8 points, but strength is raised by 1-3 points
57 Gain 1 foot in height permanently (once only)
58 Loses 2 feet in height permanently (once only)
59 Gain the ability to see in the dark for days equal to your vitality
60 Lose the ability to discover secreted things (a mental aberration which works upon the subconscious)
61 Gain the ability to eat more than two flora/fauna substances in a 12 hour period without ill effects
62 One bite of this provides sustenance for a 16 hour period
63 Ears become enlarged permanently
64 Take 1-20 points of dehydration damage
65 Blood poisonings = 2-12 points of damage; elvish blood is immune to this; dwarves sustain double the damage amounts
66 Hair turns into feathers (20% chance that these are from a rare type of bird and could command a sum of not exceeding 1-10 gp/feather)
67 Nails become iron hard; this benefits the character by +15% in hand-to-hand/wrestling situations; claw for 1-3 points per hand
68 Skin sprouts warts (reduces Bt and Ap by 2)
69 Breath becomes poisonous (5' range to hit one man-sized opponent), but recipient must make SS (system shock) roll or die
70 Acid eats at insects for 10-30 points
71 Skin becomed fragrant (increase Ap by 1)

72 Contract an infection which produces a sleeping sickness (= -1 to movement, -1 to react. -1 to hit, and sleep 10% more than normal
73 Gain the ability to see twice normal distances; surprised on 1 in 8--lasts for 1-10 days
74 Become empathatic to flora within 50' range for 2-12 hours
75 Nightmares cause sleeplessness; -2 to hit/react for the next 2-5 days
76 Gain the ability to breathe gases of any sort for 1-10 turns
77 Make poison SR at -5 or body starts rotting at a rate of 10 pounds/hour
78 One bite of this makes you immune to control/charms for rounds equal to your intelligence
79 Body becomes covered with fuzz (actually, this stuff makes a healing elixir if shaved off, steeped in water and drunk= 1-8 points; there is enough fuzz regenerated each day to make 3 elixirs)
80 Hands and feet become webbed (allows one to swim faster by +2")
81 Depletes 80% of the salt in your body: Roll two SS; victim must receive rest and 1 ounce dosages of salt for 3 days before fully recovering
82 Hands enlarge to twice normal sizes for 1 week
83 Legs become rubbery; victim is unable to stand for 1-10 hours. If vitality is less than 7 this condition is permanent
84 Gain precognitive powers for turns equal to your combined ability scores
85 Lose the ability to know proper directions (+50% chance of becoming lost in outdoor situations--this condition lasts for 1-20 days)
86 Gain 1-4 HtK permanently
87 Become confused for 1-3 rounds and do nothing
88 Become excited (adrenaline rush) and run off in a random direction for 1-4 turns
89 Eyes become filmed over = blindness for days = to your vitality subtracted from a base of 40
90 Throat muscles contract for 1-4 rounds (=10 points of suffocating damage/round)
91 Become delirious for 1-20 rounds in which you believe you are a four-legged animal
92 Dirt becomes protein rich to you for 1-10 days; but at the end of that time suffer 1 point internal damage for every ounce consumed. Other foods are poisonous during that span of time
93 Gain 2-20 HtK for as many days
94 Lose 10-30% of all memory; spells and information are affected. This can be cured by *restoration*-type powers
95 Become *feeble-minded* for 1-10 turns
96 Attract animals (1-4 random) who will befriend you if they miss their spell SRs at -3 otherwise they attack for +2 damage each
97 Gain the ability to memorize a 1st-6th order spell, no class or level limitations (Once used, this particular attribute is no longer acquirable)
98 Become immune to demonic attacks (1-3 physical; 4-6 magical) for 10 rounds
100 Make or lose all SRs vs. paralysis, poison and metamorphosis-type powers for the next month. (This is usable/edible/once/single character only)

Note: The following sections list, among other things, a range of floras and faunas which could be utilized in this module. It is by no means exhaustive, though there is much information present. The lines preceeding each entry are for GM use--record attribute numbers there (note Attributes, above) for easy reference, or make other pertinent notes--RJK.

SECTION 2, VINES (1-20)

1. _____, Balloon Vine*; 8-10' long (standard), small white flowers, balloon-like seed pods.
2. _____, Balsam Apple; 15-20' long; good foliage, warty, apple-shaped fruit.
3. _____, Balsam Pear; 10' long; as #2, above, but with pear-shaped fruit.
4. _____, Canary Nasturtium*; 15' long; dainty vine with finely cut leaves, small yellow flowers.
5. _____, Cardinal Climber; 10-20' long, bright red flowers, resembles a morning glory.
6. _____, Cup and Saucer*; 30' long; grows rapidly, large bell-shaped pink and purple flowers, plum-shaped fruits.
7. _____, Cypress*; 15-20'; very finely cut leaves and a large number of orange/scarlet/white flowers.
8. _____, Gourds; 8-20' long; with odd shaped fruits of green to orange colorations.
9. _____, Hyacinth Bean; 15' long; rapidly growing, good foliage, many white flowers.
10. _____, Woodbine*; 10' long; twisting, found in moist woodland areas.
11. _____, Engleman Creeper; 10-15' long; gnarly, twisted, found in dark and moist areas.
12. _____, Scarlet Fruited Evergreen Ivy; 10' long; 50% shrub, 50% vine, glossy green with red berries.
13. _____, Evergreen Vine; 3-10' long; grows in semi-shade-like areas.
14. _____, Spurge; 3-15' long; found in shady places, used to border walks.
15. _____, Running Myrtle; 5-20' long; lilac blue and white flowering, grows in shady areas.
16. _____, Clematis; 3-15' long; white with purples and blues.
17. _____, Morning Glory; 15-25' long; does well in a warm climate, white/pink and true moon flowers; fragrant 6 inch white flowers or huge pale blue (i.e., Heavenly Blue Mrng. Glo.)
18. _____, Nasturtium; 8-15' long gaudy climber.
19. _____, Fire Bean*; 7-15' long; mass of brilliant scarlet flowers entwining about the vine.
20. _____, Black Eyed Susan; 3'-5'; distinguished by white or orange flowers with black throats.

* These particular varieties are described in the GM information section under **VINES.**

SECTION 3, FLOWERS AND THEIR MEANINGS

What follows is a bold attempt to list flowers and their symbolic uses. As with the vines, I have included lines before each flower so that GMs can list additional attributes, if this is desired. GMs may wish to re-assign the symbols and their meanings to make their own flowers one-of-a-kind.

Roll a D20 and a D8, rolling over on 152-160

01 _____, Acacia (friendship, platonic love)
02 _____, Aconite (false security)
03 _____, Adonis (sad memories)
04 _____, Almond, flowering (hope)
05 _____, Aloe (grief, misplaced devotion)
06 _____, Amaranth (immortality)
07 _____, Amaryllis (beautiful but reserved)
08 _____, Anemone (anticipation)

09 _____, Angelica (inspiration, magic)
10 _____, Appleblossom (admiration)
11 _____, Aborvitae (never changing, live for self)
12 _____, Aspen Leaf (fear)
13 _____, Asphodel (memorial sorrow)
14 _____, Azalea (temperance)
15 _____, Bachelor's-button (celibacy, hope in love)
16 _____, Balsam (impatience)
17 _____, Barberry (sharpness of temper)
18 _____, Basil, sweet (good wishes)
19 _____, Bayberry (instruction, discipline)
20 _____, Begonia (deformity)
21 _____, Bellflower (constancy, gratitude)
22 _____, Bittersweet (truth)
23 _____, Blackthorn (difficulty)
24 _____, Bluebell (sorrowful regret)
25 _____, Bluet (timidity)
26 _____, Bramble (lowliness, remorse)
27 _____, Burdock (importunity)
28 _____, Buttercup (wealth)
29 _____, Cactus (grandeur, warmth)
30 _____, Calla Lilly (beauty, maidenly modesty)
31 _____, Calycanthus (benevolence)
32 _____, Camellia, red (innate worth)
33 _____, Camellia, white (perfected loveliness)
34 _____, Catalpa (beware of the coquette)
35 _____, Cedar (think of me)
36 _____, Cherryblossom (spiritual beauty)
37 _____, Chrysanthemum, Chin. (loveliness and other cheerfulness)
38 _____, Chrysanthemum, red (I love)
39 _____, Chrysanthemum, white (truth)
40 _____, Chrysanthemum, yellow (dejection)
41 _____, Cineraria (always delightful)
42 _____, Clematis (mental beauty)
43 _____, Clianthus (worldliness)
44 _____, Clover, four-leaf (good luck)
45 _____, Clover, red (industry)
46 _____, Columbine (desertion, folly, inconstancy)
47 _____, Convolvulus (uncertainty)
48 _____, Cowslip (youthful beauty)
49 _____, Crocus (gladness)
50 _____, Cyclamen (diffidence)
51 _____, Daffodil (deceitful hope, unrequited love)
52 _____, Dahlia (elegance and dignity)
53 _____, Daisy (innocence)
54 _____, Dandelion (coquetry)
55 _____, Dock (patience)
56 _____, Dogrose (pleasure and pain)
57 _____, Dogwood (love undiminished by adversity)
58 _____, Edelweiss (noble memories)
59 _____, Eglantine (poetry, talent)
60 _____, Everlasting (always, remembered)
61 _____, Fern (fascination, sincerity)
62 _____, Fir (time)
63 _____, Forget-me-not (true love)
64 _____, Four-o'clock (timidity)
65 _____, Foxglove (youth, insincerity)
66 _____, Fuchsia (confiding love, taste)
67 _____, Gardenia (refinement)
68 _____, Gentian, closed (undisturbed, gentle dreams)
69 _____, Geranium (gentility)
70 _____, Gladiolus (gentility)
71 _____, Goldenrod (encouragement, precaution)
72 _____, Hawthorn (hope)
73 _____, Heliotrope (devotion, eagerness)
74 _____, Hibiscus (delicate beauty)
75 _____, Holly (domestic happiness)
76 _____, Hollyhock (ambition, fruitfulness)
77 _____, Honeysuckle (bonds of love, fidelity)
78 _____, Hyacinth, blue (constancy)
79 _____, Hyacinth, purple Gealousy, sorrow)
80 _____, Hydragena (a boaster, heartlessness)
81 _____, Iris (a message)
82 _____, Ivy, (fidelity, wedded love)
83 _____, Laburnum (pensive beauty, forsaken)
84 _____, Larkspur, pink (fickleness)
85 _____, Larkspur, purple (haughtiness)
86 _____, Lavender (distrust)
87 _____, Lilac, purple (first love, fastidiousness)
88 _____, Lilac, white (youthful innocence)
89 _____, Lily of the valley (perfect purity)
90 _____, Lobelia (arrogance, malevolence)
91 _____, Lotus, (forgetfulness)
92 _____, Madder (backbiting)
93 _____, Magnolia (high-souled)
94 _____, Mallow (mildness)
95 _____, Marigold (cruelty in love, contempt)
96 _____, Mimosa (exquisite)
97 _____, Moss (ennui, old age)
98 _____, Moss rose (superior merit)
99 _____, Myrtle (wedded bliss)
100 _____, Narcissus (egotism, vanity)
101 _____, Nasturtium (patriotism)
102 _____, Night-blooming cereus (transient beauty)
103 _____, Orange blossom (you are pure and worthy)
104 _____, Orchid (you are a belle)
105 _____, Palm leaf (victory)
106 _____, Pansy (thoughts)
107 _____, Passionflower (holy love, religious fervor)
108 _____, Pennyroyal (you had better go)
109 _____, Petunia (you soothe me)
110 _____, Phlox (unanimity)
111 _____, Pimpernel (assignation)
112 _____, Poppy, red (consolation, oblivion)
113 _____, Primrose (believe me, youth and sadness)
114 _____, Privet (prohibition)
115 _____, Rhododendron (I am dangerous, beware)
116 _____, Rose, deep-red (admiration, bashful embarrassment)
117 _____, Rose, full -blown (engagement)
118 _____, Rose, half-blown (timid love)
119 _____, Rose, white (I am worthy of you)
120 _____, Rosebud, red (inclined to love)
121 _____, Rosebud, white (too young to love)
122 _____, Rosemary (remembrance)
123 _____, Rue (repentance)
124 _____, Sage (domestic virtues)
125 _____, Shamrock (loyalty)
126 _____, Snapdragon (presumption)
127 _____, Snowdrop (friendship in trouble)
128 _____, Star-of-Bethlehem (atonement)
129 _____, Stephanotis (come to me)
130 _____, Stock (lasting beauty)
131 _____, Sumac (I shall survive the change)
132 _____, Sweet pea (false modesty)
133 _____, Sweet William (grant me one smile)
134 _____, Syringa (you will be happy yet)
135 _____, Tansy (resistance)
136 _____, Teasel (misanthropy)
137 _____, Thistle (austerity)
138 _____, Thyme (courage)
139 _____, Tiger lily (I dare you to love me)
140 _____, Trillium (modest ambition)
141 _____, Tuberose (bereavement)
142 _____, Tulip (boldness).
143 _____, Valerian (accommodating disposition)
144 _____, Verbena (tender and quick emotion)
145 _____, Violet (modesty)
146 _____, Virgin's-bower (filial love)
147 _____, Wallflower (fidelity in misfortune)

148 _____, Water lily (purity of heart)
149 _____, Wistaria (cordial welcome)
150 _____, Yarrow (cure for heartache)
151 _____, Zinnia (thoughts of absent friends)

Suggested Uses: Well! There are varied uses for these; many are suggested by the symbols themselves (*love, a message, etc.)*--could these be spell components or ingredients for potions? As far as daily life goes in a Fantasy/Medieval world, these flowers could be used for showing ones' intentions/thoughts without speaking, or on coats-of-arms in order to reveal ones' purpose or temperament. Names can be derived from these, also. It wasn't an accident that J.R.R. Tolkien named one of his malevolent and arrogant hobbits "Lobelia," after the flower, above. I am confident that the prospective GM will find many uses for this list.

SECTION 4, INSECTIVOROUS PLANTS

No garden is complete without a few man-eating plants, which is what the following would be if "blown up to size" like the other mutated forms herein described. Since no names were listed for the flowers--including the man-eaters, you might want to assign them from the sample list below.

Roll a D10

1. Trumpets
2. Northern Pitcher
3. Red Trumpet Leaf
4. Sundew
5. Yellow Butterwort
6. Pitcher Plant
7. Parrot headed pitcher
8. Venus Fly Trap
9. Mindoroan Pitcher
10. Bladderworts

Notes: Sizes for game purposes could be from 1-10' tall; all excrete a sticky substance which holds prey fast--then digestive juices do the rest. Some have sticky hairs that secrete a glutinous liquor (like the Y. Butterwort). Suggested statistics range from AT 8-4, MP 1/2 to 1 per foot, AtK 1-3 (preferably a ranged attack from 1-20' which attaches and drags the victim to the maw, or which causes damage from a distance); Dm 1-4 to 2-20 depending on size, SP acid excretion, immobilizing saps, paralyzing liquors.

SECTION 5, SHRUBS

This section, like that dealing with vines and flowers, should be used in connection with the **ATTRIBUTES** list above (see that). Notes and recommendations follow this list.

Roll a D20 and a D6 (1-40)

1 _____, White fringe tree
2 _____, Dogwood
3 _____, Quince
4 _____, Deutzia
5 _____, Pearl Bush
6 _____, Golden Bell (Forsythia)
7 _____, Kerria
8 _____, Ibota Privet
9 _____, Fragrant Honeysuckle
10 _____, Standish Honeysuckle
11 _____, Magnolia
12 _____, Flowering Crab
13 _____, Tree Peony
14 _____, Mock Orange
15 _____, Flowering Plum
16 _____, Flowering Peach
17 _____, Bird Cherry
18 _____, Jetbead
19 _____, Slender Golden Current
20 _____, Billardi Spirea
21 _____, Bridal Wreath
22 _____, Van Houttei Spirea
23 _____, Common Lilac
24 _____, Persian Lilac
25 _____, Indigo Bush
26 _____, Butterfly Bush
27 _____, Shrub Althea
28 _____, Hydrangeas
29 _____, Royal Privet
30 _____, Fruited Honeysuckles
31 _____, Sweet Briar
32 _____, Anthony Water Spirea
33 _____, Snowberry
34 _____, Coralberry
35 _____, Flowering Viburnum
36 _____, Weigelia
37 _____, Tamarix
38 _____, Gooseberry
39 _____, Billberry
40 _____, Whortleberry

Notes: Though it is beyond the scope (and size) of this work to discuss each shrub or bush in detail, some notes might help. Size is from 1-10', and these have not mutated as much as the other plants, so actual movement by these, or other signs of intelligent thought processes should be kept to a minimum. Some will hurl their fruits, others shoot spores (see **FLOWERS,** in the **GM INFORMATION** section), and some will merely shake and/or make noises. It is hazardous to consume parts of these things (note the **GM INFORMATION** section, and/or assign **ATTRIBUTES** from above). HtK range from 1-8 dice; MP is virtually nonexistent, but for those that do missile combat, or such, allow half their dice for level. All attacks are as monsters. ATs are a mix, since these shrubs can't move--but many have evolved to form harder wood than is typical, so ATs will never be below 8, but can be no higher than 5.

SECTION 6, FUNGI

No garden would be complete without fungi! The **GM INFORMATION** section detailed some attributes of fungi. The following list of descriptions includes lines preceding each entry where the GM can place an **ATTRIBUTE** (see above). Or, by using the information provided in the aforementioned GM information, the GM can create and then note his or her own special power, effect, etc. The following list is in no way exhaustive. Thousands of fungi exist (and they're probably finding more right now!)

Roll a D20

01# _____, Apricot Jelly: Apricot-colored, funnel-shaped jelly with off-center stalk.
02# _____, Fragrant Chanterelle: Large, clustered, bouquet-shaped; fragrant
03* _____, Lilac Fiber Head: Dry, bell to conical-shaped, silk-like pale lilac-brown stalk and cap, whitish gills becoming gray/brown.
04* _____, Blushing Fiber Head: Small, white mushroom, bruised orange-red, gills becoming brown.

05* _____, White Disc Fiber Head: Gray-brown cap with creamy knobbed center, white gills becoming grayish-brown, and gray stalk.
06* _____, White Fiber Head: Small, dry, silk/glossy, white cap with white to gray gills and stalk.
07@ _____, Bluing Psilocybe: Wavy brown cap, fading to yellowish, with brown gills and white stalk; bruising blue.
08* _____, Deadly Lawn Galerina: Small with moist, red-brown cap, fading to buff.
09@ _____, Conifer Psilocybe: Sticky, dark brown, conical cap with brown gills, off-white hairy stalk.
10* _____, Sulfur Tuft: Yellowish, convex to flat cap with greenish-yellow gills; appears in clusters in woods.
11* _____, Witch's Hat: Somewhat sticky, reddish-orange conical cap with paler stalk, bruising black.
12@ _____. Bog Conocycbe: Brown cap with cinnamon gills, long, thin stalk; appears on moss in bogs.
13* _____, Deadly Conocybe: Brown and gills, with large ring miday down long, thin stalk.
14@ _____, Liberty Cap: Slimy, narrow/conical, brown/tan cap with brown gills and smooth off-white stalk.
15* _____, Death Cap: Smooth greenish cap, skirtlike ring at top of stalk, and saclike cup about the stalk's base.
16* _____, Cleft Foot Amanita: Brownish cap, whitish patches, large vertically split basal bulb; bruising red-brown.
17# _____, Pig's Ear Gomphus: Violet to buff, smooth to scaly with wavy margin; wrinkled and ridged underneath.
18* _____, Destroying Angel: White mushroom with flaring to ragged ring on stalk and saclike cup about base.
19# _____, Jellied False Coral: Small, whitish, leathery, coral-like jelly.
20* _____, Yellow-tipped Coral: Large, branched, orange-red coral with yellow tips; bruising brownish.

(# Edible type * Poisonous @ Hallucionogenic)

SECTION 7, SOME TERMS/WORDS COMMON TO FLORA

What follows is a non-alphabetical listing of some words and terms that could strike creative cords in the GM. These could be used to enhance your own vocabulary in a given encounter and lend spice to the adventure; or, these point towards more creative ends, where description and encounters become one through their inherent indications and qualities. In explanation, *oil drops* suggests that the oil drops from somewhere, drops onto something, etc.; *lichen acids* suggests some highly potent acid, and the lichens then become dangerous in ones' mind, etc., etc. Some of the words/terms consist of magical/mutation suggestions. I cannot recommend how the individual GM might employ this list otherwise; but I've had fun with it! Some of the following terms/words are listed in the *glossaries*.

Oil Drops
Proteid granules
Resins
Sugar
Oxalic Acid
Ethereal Acids
Alkaloid Poisons
Edible Varieties
Spore Shooters
Illusion Generators
Mucous Formers
Color Changers
Mobile
Psionic
Aromas
Thorns
Pollen
Seeds
Thistles
Fuzz (covered branches)
Thick (stalky) branches
Decayed Matter
Galls (fungus created)
Swirling Colors
Saps
Pungent Aromas
Dust
Transformer
Part Human
Vines that Entangle/Choke
Leaves that Whip Around
Dirt
Bulbs that Burst
Calcium Oxalate Crystals
Crystalloids
Glycogen
Lichen Acid
Citric Acid
Ethereal Resins
Pigments
Tendrils
Parasitic Adherers
Gas Spores
Luminous
Electricity Chargers/Storers
Static
Odors
Scent
Leaves
Honey
Nuts
Thorns
Thin (stems, branches)
Soft (porous) branches
Jellied Substances
Webbings
Liquors
Intoxicating Smells
Juices
Noises (squeals, etc.)
Shrinker
Roots that Burrow
Flowers that close/open/emit
Water
Rocks
Sonic Screams

SOME THINGS A CHARACTER COULD DO WITH A PLANT

EAT SMELL TASTE SUCK ON SWALLOW WHOLE BURN MIX WITH SOMETHING ELSE POWDER DRY CRUSH BLOW SNORT SPRINKLE THROW PUT IN LIQUID HOLD

SECTION 8, A NOTE ON TREES

You will soon note that there are no trees presented here. A reason for this exists. The *trespers* (see above) are still busy at work

undoing some of the harm that Lamash caused; and although they can never bring the garden back to its former beauty, they still obey the letter of the Plantmaster's command--they tend the trees, and those which show any sign of intelligence or mutation are destroyed by them (note the map for "Rotten Trees"; and also note several keyed encounters. Therefore trees have not been considered in this work, though the Glossaries do list terms common to both shrubs and trees.

SECTION 9, INSECTS

With the thousands of insects possible to a garden setting it was quite difficult to choose which ones to include here. A general smattering is offered--and those presented have the fact in common that they are the usual types one would espie in a garden, chewing, burrowing, or what not. A small but detailed selection was presented in the **GM INFORMATION** section. Notes about these insects follow the listing. GMs are encouraged to research into the different habits and ways of the listed insects.

Roll a D8 and a D6 (1-16)

1* Ants: These common insects tend to cluster about flower beds but do no harm there, merely sucking up the sweet secretions of plants.
2 Aphids: These smaller insects are often herded by ants, for sweet saps treasured by their captors. Their colors range from apple-green to reddish brown.
3 White Grubs: Many of these are bettle larvae. Some hornets seek these and bury them in the ground after parasitizing (laying eggs in them) them. The hornet's eggs hatch and feed off the larvae.
4 Grasshoppers: There are many types of grasshoppers; several species have adapted to their surroundings by being able to camouflage themselves (i.e., blending). Some types lay their eggs in fall and these over-winter and hatch in themselves (i.e., "tobacco juice").
5 Splendid Tiger Beetle: These are found near evergreens; their carnivorous larvae bury themselves in their holes (usually in sandier areas) and await insects passing over them; then they grasp them and struggle, attempting to pull their prey into the hold. Their rear legs have hooks which keep them lodged in the tunnel--so these can wrestle with insects many times their own weight and mass and win.
6 Leaf Hoppers: These small yellowish-green or greenish-white bugs suck sap from under surface leaves. They are easily intimidated, and fly away at the slightest disturbance (they are not easily surprised). Their young run sideways across leaves. Bites by these insects have been known to cause disease.
7 Mealy Bug: White to gray bug with body covered in wax-like secretions. These bugs occur in great numbers and are not affected by chemicals to the degree that other bugs are.
8 Leafcutting Bee: This stout bee with transparent wings makes its home in a tunnel bored from a log or in the ground. They then cut pieces of flower petals, or leaves, and take these back to the tunnel where they are utilized as a cradle for their young.
9 Japanese Beetle: These medium-size, coppery red beetles are very destructive of flora. They can be found near roses.
10 Rabbit Bot Fly: These can be found near rabbit lairs, where it attempts to lay eggs on these animals; the larvae hatch and burrow into the skin where they become infectious, dropping out after they have matured. Humans, horses, cattle, etc. are also susceptible to these flies.
11 Clio Moth: These large white moths are avoided by some birds and animals, who find these poisonous.
12 Scorpionfly: These reddish brown flies resemble scorpions because of their pose. Their hind legs are raptorial, used for capturing and holding prey as they feed off these with their long proboscis.
13 Webspinner: These are elongated, wormlike, shortlegged insects. These insects live in colonies, though they have no caste system like ants. Their tunnels are made of silk which they spin. They feed off of moss and other dead plantmatter.
14 Spined Stink Bug: These light brown bugs have a sharp spine on either side; the odor emitted is inoffensive (though in FRP's "gigantic" sizes, this could very well mean the opposite).
15 Dung Fly: This grayish brown fly resembles the house fly. Their larvae live in dung, but some are aquatic; some are parasitic; others bore into plants.
16 Yellow Plant Bug: These are nonoffensive bugs with a long range and many species, green to yellow in color. They are common to shady areas where they feed on flowers.

*These are detailed in the **GM INFORMATION** section under **INSECTS.**

Notes: Insects range from the tiniest (scale-like) to the largest (Rhinoceros Beetles). In quantifying such a diverse grouping representing thousands of species, the ranges must differ proportionately, and thus it is hard to give exact measure to any one insect here. Use the GM INFORMATION as a guideline, read up on your prospective insect and lastly think logically while applying the statistics. Obviously a Mealy Bug, as above, would not take a lot of damage, nor would it inflict much, except maybe in some sort of mass attack. Its AT would be low, and it could possibly be susceptible to flaming attacks (c.f., its waxiness), though this could be straining the point. By means of another example, the Clio Moth, though large, might well be inoffensive unless disturbed; its defensive poison, which is usually effective against those eating it, might well be more potent in its giant size--SRs vs. poison might be required of those touching or striking the moth. Use common sense in any case; but remember that this *is* fantasy--so let's get those 40' high thrips out!

SECTION 10, TERMS OF THE MULTITUDE

A *colony* of *ants*
A *swarm* of *bees*
An *army* of *caterpillars*
A *cluster* of *grasshoppers*
A *cast* of *hawks*
A *congregation* of *plovers*
A *muster* of *peacocks*
A *brood* of *hens*
A *swarm* of *insects*
A *wisp* of *snipe*
A *tidings* of *magpie*
A *bevy* of *larks*
A *watch* of *nightingales*
A *nest* of *mice*
A *host* of *sparrows*
A *knot* of *toads*
A *murmuration* of *starlings*

SECTION 11, GLOSSARIES

A: FUNGI
B: TREES AND SHRUBS
C: INSECTS

A: FUNGI

Agaric: Mushrooms bearing gills on the undersurface of its cap.

Ascus: The sacklike cell where spores are produced by mushrooms of asci-types.

Bolete: A fleshy mushroom with a tubelike layer on the

Bruising: Changing color when handled or damaged.

Button: The immature stage of (usually) an aminita.

Cap: The top (head) of a mushroom.

Capillitium: Sterile threads mixed with spores in the cases of several puffballs and slime molds.

Cluster: A group of mushrooms rising together, often attached at the base.

Coniferous: Cone-bearing

Conk: A large, woody, polypore growing on woods.

Cuticle: The surface cell layer of a mushroom.

Deciduous: Shedding leaves annually.

Depressed: Sunken

Descending: Running down the stalk (c.f., gills or pores)

Disc: Central portion of the cap

Evanescent: Disappearing quickly.

Fairy Circle: Arc or circle of gilled mushrooms or puffballs,

Fertile Surface: Spore-bearing surface.

Flesh: Interior tissue of a mushroom.

Free: Not attached to the stalk (i.e., the gills)

Fungus: An organism that lacks chlorophyll and possess spores.

Hyphae: Filamentous threads that make up the fungus body.

Incurved: Rolled or bent inward.

Lateral: Attached at the edge (stalks to caps).

Margin: Edge of the cap.

Mushroom: Fruiting body of the mushroom.

Mycelium: Vegetative portion of a fungus.

Mycorrhiza: Symbiotic attachment to a flower by a fungus.

Ornamented: With warts, ridges, wrinkles or net-surfaces (c.f., spores).

Parasitic: Living on (or in) another or animal and deriving sustenance therefrom.

Revive: To resume an earlier shape and/or function when

Scale: A torn piece of cap or stalk surface.

Shelflike: Stalkless (common to *woodgrowers*).

Solid: Filled with dense flesh.

Spore: The reproductive unit in a fungus.

Spore mass: Portion of the gasteromycete containing the spores.

Stalk: The portion supportion the mushroom cap.

Stuffed: Filled with loose flesh.

Symbiont: A mutually beneficial symbiotic relationship.

Zoned: With distinct bands.

B: TREES AND SHRUBS

Angled: Not opposite, but arranged singly at intervals (twigs and buds).

Base: The lower portion of the leaf near the leafstalk.

Berry: Fleshy fruit that contains small seeds (like a grape).

Blade: Broad, expanded portion of a leaf.

Bract: A leaflike (or petal-like) woody structure occuring beneath a flower/fruit or their clusters.

Branchlet: The youngest and smallest division of a branch, except for the twig.

Bristle: Stiff hair.

Bundle Scars: Tiny, somewhat circular dots in the leaf scar, caused by the breaking of ducts leading to the leafstalk. Elongated or curved.

Capsule: A dry fruit which splits open at maturity.

Catkin: A cluster of small flowers/fruits, fuzzy and worm-shaped, often drooping, occuring in willow-type trees.

Coarse-toothed: Serrate teeth on a leaf edge.

Deciduous: Falling off seasonally (leaf), in autumn (usually).

Double-toothed: Each tooth bearing smaller teeth (on a leaf edge).

Egg-shaped: A leaf broader near its base than at the tip; ovate.

Fine-toothed: A leaf edge which is serrulate.

Gland: A surface protuberance that secretes a substance; any small, knob-like wart on a plant that has no known function.

Hollow: A twig without pith (see that) but with space.

Hybrid: The offspring of cross between two species.

Involucre: A circle of bracts.

Leafstalk: A stalk supporting the leaf.

Leathery: A leaf with the texture.

Legume: A pea-family plant with 1 to many seeded pod-like fruits.

Lenticel: Corky spot on bark; a breathing pore, somewhat round and stripelike.

Long-pointed: The tip of a leaf tapering to a point.

Node: A place on a twig or stem, sometimes swollen, where the leaf attaches.

Ovary: Egg-bearing part of the flower.

Parasitic: Growing on, or deriving food from, another plant.

Petal: One of a circle of circular leaves outside the reproductive organs of the plant.

Pith: Spongy or hollow center in twigs and some stems.

Pod: Dry fruit of some plant.

Prickle: A sharp outgrowth; more slender than a thorn.

Resin-dot: Tiny, roundish/globular, yellow spots, usually not visible to the human eye.

Runner: A lower branch that takes root.

Seed: The embryonic portion of a ripened fruit.

Sepal: One of the outermost flowers of leaves surrounding the reproductive organs of a flower.

Shrub: A woody plant usually less than 12'-15' in height.

Spine: A thorn.

Spur branch: A branchlet with crowded leaves, usually stubby.

Straggling: Semi-upright.

Tendril: A slender outgrowth of a stem that clasps and winds.

Tree: A woody plant usually with a main (single) stem; 20+ feet in size.

Tundra: In vegetation, lichens, sedges, mosses, low woody plants, and grasses in permafrost climate.

Whorled: Corky, flat outgrowths of leaves.

C: INSECTS

Abdomen: The posterior section of the insect.

Antenna: A pair of appendages located on the insect's head and used as sensory organs.

Apterous: Wingless.

Aquatic: Living in the water.

Arista: Large bristle found on some attenae.

Basal: Base; point of attachment.

Beak: The proboscis; protruding mouthparts of piercing/sucking insects (see *Scorpionfly*, above).

Brackish water: Salt-and fresh- water mixed together, usually near rivers/streams emptying into a sea.

Camouflage: To disguise/conceal.

Catharidin: A material secreted by some beetles which can cause blisters.

Carnivorous: Feeding on the flesh of other animals.

Caste: Form or type of insect individual (reproductives, workers, soldiers); ants, many types of bees and termites are organized according to the caste system.

Caterpillar: Larval stage of butterfly or moth.

Caudal: Posterior end of the abodmen.

Cephalothorax: A body area with head/thorax joined.

Chelicera: Anterior claw-, pincer-like paired appendages of Arachnids.

Chitin: A hard chemical substance forming the main skeletons of arthropods.

Clavate: Refers to a gradually enlarged tip.

Cleptoparasite: A parasite that feeds on food stored for the host larvae.

Cocoon: A silken case wherein the pupa is formed.

Communal: Colonies of insects which members share all duties except the caring for the young.

Complete metamorphosis: Life cycles (egg-larva-pupa-adult), in a majority of insects.

Compound eye: The major insect eye made up of individual facets.

Corbicula: The pollen basket located in a bee's hind tibia, bordered by long hairs.

Crochets: Small, hooked spines at the tips of pro-legs on butterfly and moth larvae.

Cutworms: Larval stage of many moths.

Deflexed: Bent downward.

Dermatosis: Inflammation of the skin caused by lice, bed bugs, etc.

Diurnal: Active during the daytime.

Dorsum: Back or top side.

Drone: A male bee.

Ectoparasite: A parasite living and feeding on the skin of its host (as in lice).

Ensocial: Insect colonies displaying a caste system (see caste) with a division of labor and overlapping generations.

Exoskeleton: A skeleton or supporting structure on the outside of the body.

Fauna: The animal species of any given region.

Feign (death): To pretend death (as some beetles do to avoid capture).

Filament: Slender threadlike matter.

Filiform: Hairlike/Threadlike.

Flora: Plant species of any given region.

Furcula: On springtails, a forked springing appendage.

Gall: An abnormal growth of plant tissue caused by the action (stimulus) of a fungus, insect, or bacteria.

Gregarious: Living in groups.

Hematophagous: Feeding on blood.

Herbivorous: Feeding on plants.

Host: The plant or animal harboring/infected with disease.

Invertebrates: Animals without internal skeleton, bones or cartilage.

Larva: The immature stage between the egg and the pupa.

Leaf miner: An insect that lives and feeds upon leaf cells (upper and lower surfaces).

Looper: A caterpillar that moves by looping its body.

Luminescent: Producing light (some insects attract prey or mates this way).

Maggot: A legless larva.

Mandible: Jaws. One of the anterior mouthparts.

Mimic: Insects which imitate others in form/color.

Naiad: An aquatic nymph.

Nasutue: Soldier in the termite caste system able to project its head forward to spray fluid on its enemies.

Nocturnal: Active at night.

Nymph: Non-pupal stage insects; wingless stage following hatching.

Omnivorous: Eating plant and/or animal life.

Oviposit: Laying eggs.

Pheromones: A substance given off by an animal that causes specific reactions in the same species (sex attraction, alarm, trail substances).

Phytophagous: Feeding on plants.

Predaceous: Feeding on other animals.

Proboscis: Extending beaklike mouthparts.

Quasisocial: In insect colonies; those members of the same generation using the same nest and cooperating in care of the young.

Raptorial: Legs fitted for grasping and holding prey.

Recurved: Curved upward or backward.

Reticulate: Like a net.

Saprophagous: Feeding upon dead/decaying plant/animal matter.

Siphon: A breathing tube located on some aquatic insects (mesquito larva, for one).

Soldiers: These protect the colony from invasion (ants and termites and some nonreproductives).

Stridulate: To make noise by rubbing two surfaces together (as the grasshopper does by rubbing its wings).

Symbiosis: Two species living in close association for each other's benefit.

Terrestrial: Living on land.

Thorax: Body region between the head and abdomen which bears the legs and wings (in most cases).

SECTION 12, USES FOR HERBS (ETC.)

The following section is by no means ultra-detailed. Because of space limitations much was omitted; but what remains might generate some interesting alternatives in your own milieu. From this list many things can flow: What? Here are some examples: Lists of herbs and other ingredients needed for potions, etc. (and perhaps the locale apothecary or herbalist will hire out adventurers to acquire some of the rarer types); characters might quest after some of these things to complete their own ends, such as beautifying themselves (raising Beauty or Appeal) or to find the curative agent for a stricken fellow. GMs will find this list as handy as they like: Perhaps they can flesh out those areas left to a random determination. Now cures, anti-toxins, insect repellants, etc., etc., are at your fingertips. Have fun!

ABCESS
carrot poultice
charcoal
lobelia
melilot
mugwort
slippery elm

ALTERATIVE
colchicum
echinacea
ginseng
golden seal
sassafras
stillingia
tuberose

ANAPHRODISIAC
belladonna
camphor
coriander
cucumber
lettuce
mint vinegar

tobacco
valerian
verbena
water lily seed (and root)

ANESTHETIC
belladonna
mandrake
white willow bark
wintergreen

ANODYNE
belladonna
birch bark
coca leaves
hops
white willow bark
wintergreen

ANTICOAGULANT
coumarin
melilot
woodruff

ANTIEMETIC
clove
frankincense
lavender
phenol
spearmint

ANTIHEMORRHAGIC
alum
ergot
lemon
tannin
witch hazel
yarrow

ANTIHYDROTIC
belladonna
strychnine

ANTIPERIODIC
arsenic
eucalyptus

ANTIPYRETIC
aconite
agrimony
birch bark
cinchona
dandelion
feverfew
frankincense
strawberry
wintergreen

ANTISEPTIC
bay laurel
myrrh
thyme

ANTISPASMODIC
cammomile
mandrake
musk

APHRODISIAC
ambergris
anemone
cactus flowers
celery
clove
damiana
dragon's blood
ginger
ginseng
guarana
jasmine
lady's mantle
laurel
male fern
mandrake
musk
pansy
periwinkle
prickly asparagus
spreading hogweed
valerian
wild poppy

APPETITE STIMULANTS
alfalfa
calamus
camomile
ginseng
golden seal
hops
marjoram
parsley
watercress

ASTHMA
amber
burdock
comfrey
hogs fennel
honeysuckle
lobelia
mallows
nettles
watercress

ASTRINGENT
agrimony
bayberry bark
comfrey
dragon's blood
geranium
myrrh
rose
tannin
white oak bark

BEAUTY
cowslips
teasel

BITES, INSECT
basil
marigold
oil of cade

BLOOD (CLEANERS)
dandelion
elder
hyssop
kelp
lemon
nettles
red clover

BODY (STRENGTHENING)
alfalfa
parsley
watercress

BOILS
elm
lovage
onions

BONES
yarrow

BRAIN
camomile
lettuce
parsley
rosemary
thyme

BRUISES or CUTS
briony
elder
giant Solomon's seal
hyssop
mugwort
pennyroyal
primrose
violet

BURNS
calamus
comfrey
elder

CEREBRAL STIMULANTS
asafetida
caffeine
camphor
valerian

CHASTITY
camphor
lavender

COUGHS
comfrey
horehound
horseradish
hyssop
mallows
marjoram
mullien
peenyroyal
saffron
turnips
vervain

DIAPHORETIC
angelica
borage
elder
pimpernel
senega
thyme
viper's grass

DIGESTION
centaury
hyssop
lettuce
lovage
mint
parsley
rosemary
sage

DISINFECTANTS
air
fire
lime
myrrh
sunlight
water

DREAMS
anise
cloves
ginseng
mint
mugwort
peony
rose
rosemary

DYES
agrimony-yellow
alum-mordant
annatto-red
blue malva-blue
chlorophyll-green
gamboge-orange
juniper-brown
logwood-purple red
marigold-reddish
saffron-yellow
sumac-black
tumeric-yellow

DYSENTERY
blackberries
frankincense
meadowsweet
mullien
strawberry

EMBALMING
bog asphodel
cinnamon
frakincense
myyrh

EMETIC
foxglove
hellebore
hyssop
mustard

EXPECTORANT
acacia
garlic
hyssop
nettles
onions
pine tar

EYES
agrimony
cabbage
camomile
carrot
clove
lady-slipper
lettuce
pears
rue
savory
trefoil

FEET
red clover
wormwood
yerba mansa

FUNGUS/MOLD INHIBITORS
buttercup juice
cranberry
dragon's blood
garlic

HEADACHE
angelica tea
cowslip
crowfoot
fennel
feverfew
garden clary
ginger
lily of the valley
pennyroyal
peony dwarf
dage
thyme
valerian
violet
wintergreen

HEMORRHAGE
grindelia
rose

HYPNOTICS
hops
neroli (orange blossom oil)

INSECT REPELLANTS
bay laurel
cedarwood
feverfew
mesquite
oil of:
  mint
  pennyroyal
  sassafras
vetiver
white adler
wild onions
wormwood

LETHARGY (counteracting)
lavender
nightshade
rosemary
watercress
winter savory

MEMORY
clove
hay flowers
rosemary
sage tea

MUSCLE RELAXANTS
agrimony
burdock root
mugwort
wintergreen

NERVES
angelica tea
balm
camomile
comfrey
lavender
linden
valerian

NIGHTMARES (preventing)
betony
lavender
rose
rosemary
rue
thyme

PARALYSIS (cure)
lavender
myrtle
rosemary
thyme

PARASITICIDES
centaury
dittany
germander
larkspur
motherwort

For Worms
alum
rhubarb
mugwort
aspidum
male fern
pomegranate

POISONOUS PLANTS
aconite
foxglove
hellebore
larkspur
lily of the valley
mandrake
mayweed
oleander
tansy
wormwood

REJUVENATES
ambergris
patchouli
rosemary

SEDATIVES
birch leaf
peach

SLEEP
anise seed
bergamot
lettuce
neroli oil
rosemary
valerian tea

STIMULANTS
caraway
cardamon
coffee
fennel
frankincense
horehound
musk
sandalwood
tea

VULNERARY (healing)
speedwell

WITCHCRAFT

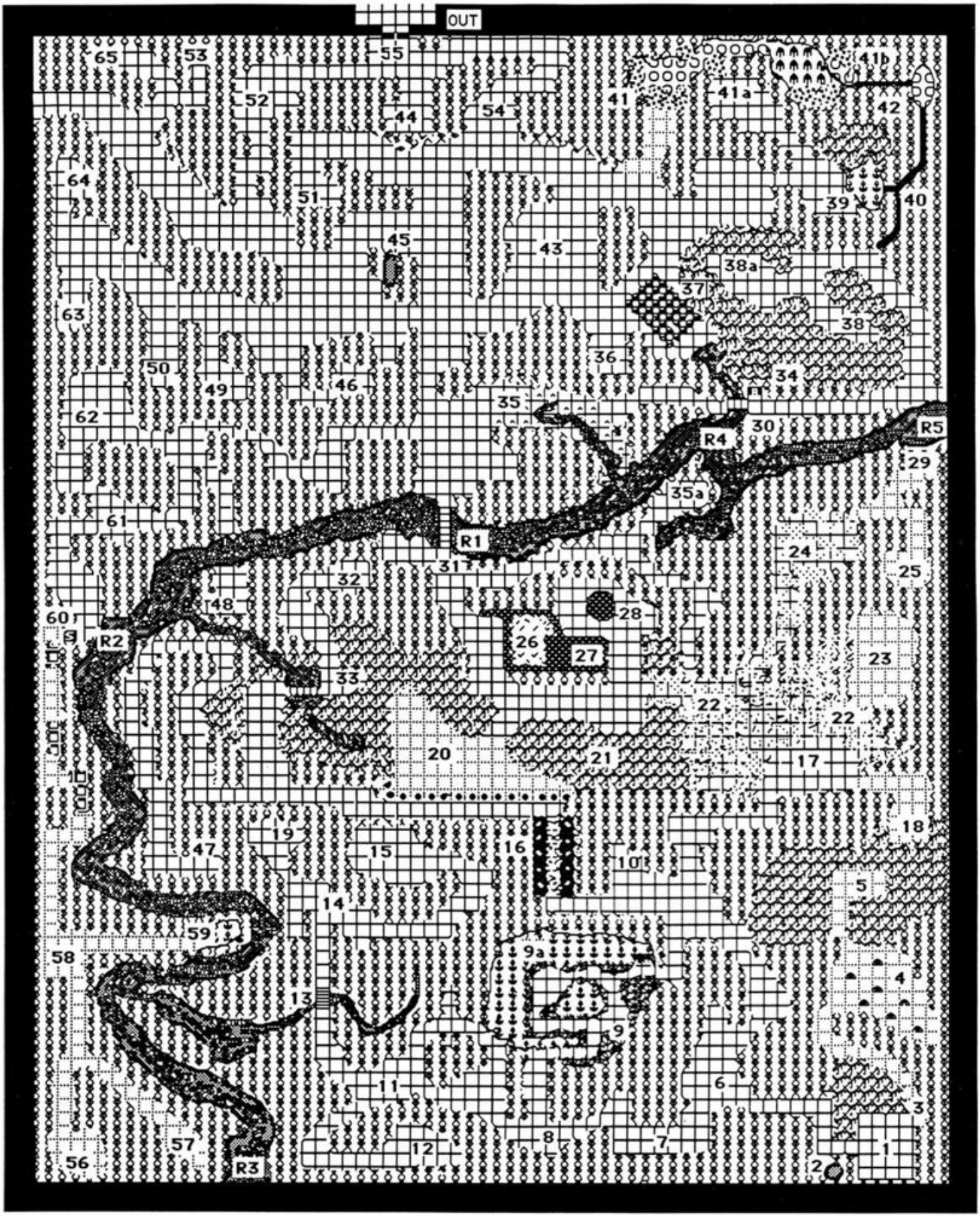
Used:

cinnamon
elder
mandrake
marigold
mistletoe
mugwort
yarrow

Protection from spells/powers:
amber
bay laurel
bog asphodel
garlic
hyssop
rosemary

WOUNDS
arrowroot
blackberry
comfrey
dandelion
dragon's blood
frankincense
golden seal
plantain
yarrow

Notes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R3
2

GARDEN OF THE PLANTMASTER

By Robert J. Kuntz

On an alien world there is a city. Dead. And in that city is a Garden, quite alive. In that garden is its former architect, the Plantmaster, now a captive of the garden's new master, Lamash, the Demon of Wood. The Plantmaster, like all garden inhabitants, is mutated; and it is only a matter of time before he finally relents and gives his tormentor the key words for unlocking the garden's doors, which prevent Lamash from entering... YOUR WORLD!

THE GARDEN OF THE PLANTMASTER comes complete with an adventure for Advanced FRP players, Skill Levels 6-12. Among the various source material presented herein is:

- **An essay on HOW TO CREATE AND STOCK A FANTASTIC GARDEN!**
- **Over 20 new monsters!**
- **Over 60 pregenerated wandering encounters!**
- **EXTENSIVE GM INFORMATION ON:**
  - Flowers, (Poisonous, Spore Shooters, et al.)
  - Vines (Metallic, Shockers, etc.)
  - Insects
  - Vegetables/Fruits
  - Herbs and Spices
  - Fungi
  - Scrolls (Leaf, Bark, Flower, Petal, etc.)
- **Four Appendices, including GARDEN DRESSING, which lists:**
  - Attributes (beneficial and detrimental)
  - Vines (20 types to expand with)
  - Flowers and Their Meanings (Over 150 listed!)
  - Insectivorous Plants
  - Shrubs
  - Fungi (additional information and types)
  - Terms/Words Common To Flora
  - Trees
  - Insects (expanded)
  - Terms of Multitude
  - 3 glossaries (fungi, trees and shrubs, insects)
  - Uses for Herbs

This is the adventure that GMs and players have been waiting for! This is THE source book for creating and stocking fantastic gardens and forests!

Brought to you by **CREATIONS UNLIMITED™** and our Charles Roberts Award Winning Author and veteran RPG designer Robert J. Kuntz!

ABOUT THE AUTHOR

Robert J. Kuntz was recently honored with the **Charles Roberts Award** for **Best Science Fiction/Fantasy Game of 1986** for his co-design of KINGS AND THINGS™. His previous credits include, among others, Greyhawk™, Legends and Lore™, Mordenkainen's Fantastic Adventure and the Maze of Zayene® series, which was recently released through Creations Unlimited™. Mr. Kuntz's games have seen print in Japanese versions, with French editions forthcoming. Mr. Kuntz is currently at work on FRP games and novels for that genre.

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